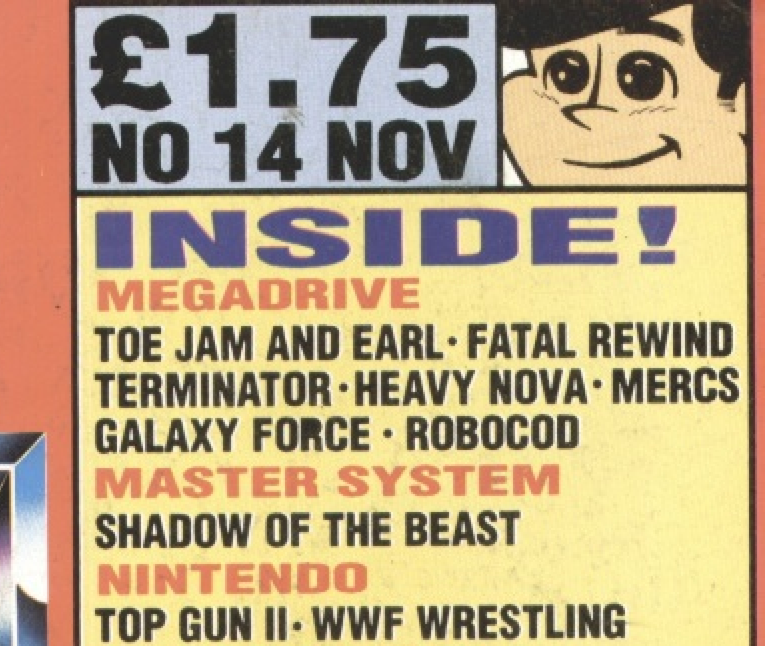
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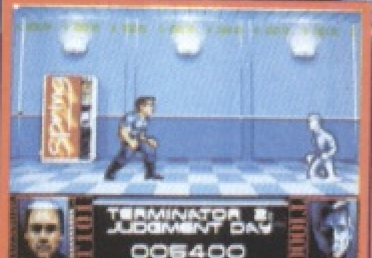
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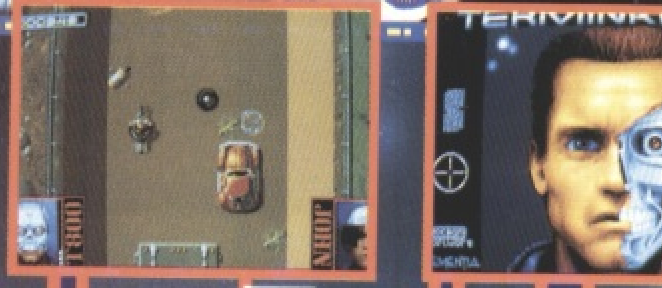
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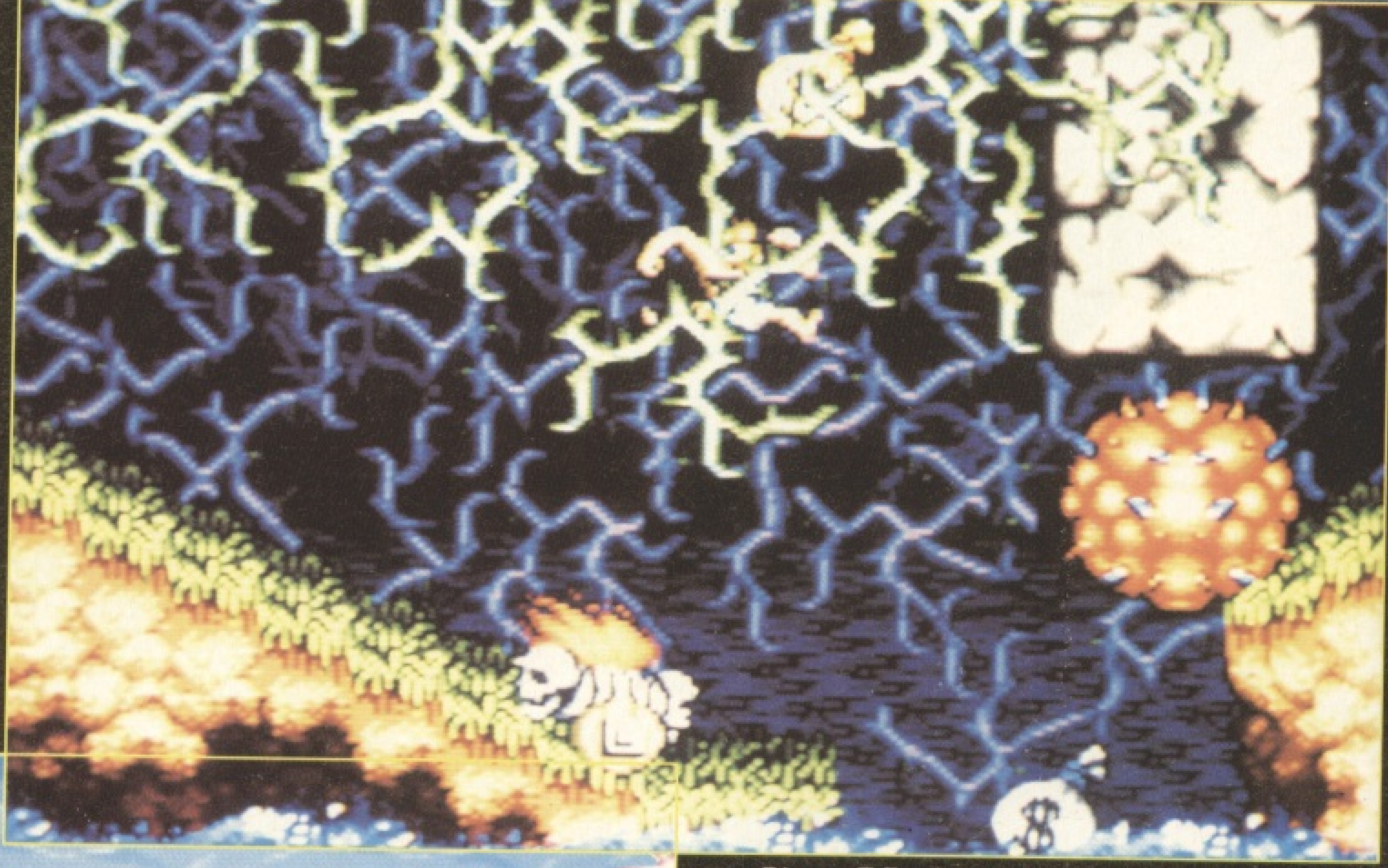
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Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
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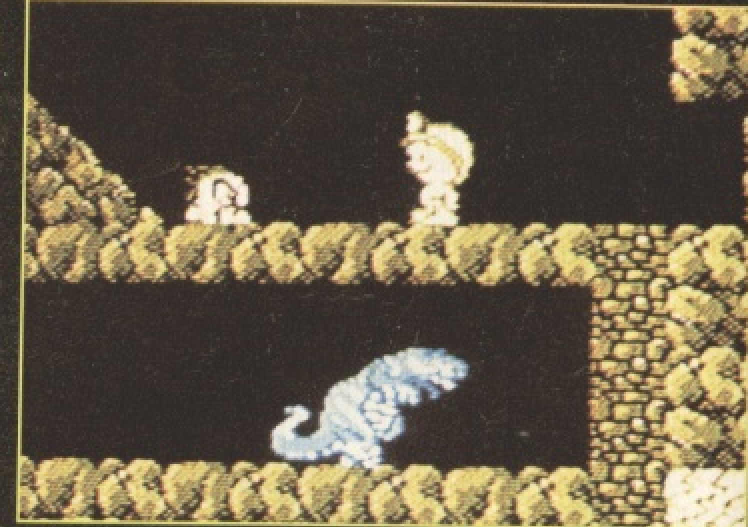
CONTEN

MEAN MACHINES NOVEMBER ISSUE

▼ *Ghouls 'n' Ghosts: It's mega!*



▼ *Digger T Rock - one cool game!*



▲ *Check out page 92 for the review!*

REVIEWED

NINTENDO

GAME BOY

TS

14



EDITORI

HATS OFF TO THE BOY AUTOMATIC

As you may or may not have already noticed, we have a new staff member. He's Radion Automatic (he never uses his secret real name which nobody knows, Edward Lawrence, 'cos he hates it), and there's quite a story behind his joining the team.

About six months ago, this strange fellow sent a cartoon strip to the magazine. It made us laugh a lot, as did the accompanying letter, and we decided to print it. A few weeks later another arrived, and it was just as good. But it was the letter that was sent with it that caught our eye. It was very funny, yes, but it was also very well written. We had no idea what this person was like, but his writing style was excellent - could he possibly be the third MEAN MACHINES writer we'd been looking for? The problem was, how could we track down this mysterious character - directory enquiries didn't have a phone listing for an R Automatic in Nantwich. Hmmm.

It was fortunate then, that a few days after publication of his second strip, Rad decided to call me at the MEAN MACHINES office to see whether I wanted a third strip. "Forget the third strip", I said, "we think that you could possibly have a career in writing - write us a review. If it's any good, you're in". The 17-year-old unemployed shelf stacker couldn't believe his lugs, immediately put pen to paper and sent off his scribblings.

Luckily for him, his talents weren't just limited to cartoon strips and silly letters, and his test review got the thumbs-up from Rich and I. Within a few days he was asked to join MEAN MACHINES as the new staff writer, and was soon on his way to London!

So join me in welcoming him to the team. Some may call him a dead spawny git who's jammier than a Robinson's factory at peak production, but it just goes to show - you never know what can happen when you write to MEAN MACHINES. If your stuff is really good, it could become a career!!!

See you in next month's super-spectacular whoppa-sized 196-page Christmas special. It's going to be mega!

WHO DUNNIT

EDITOR
JULIAN "JAZ" RIGNALL
ART EDITOR
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STAFF WRITERS
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DONN NAUERT (VIDEO GAMES + COMPUTER ENTERTAINMENT)
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AD MANAGER
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PRODUCTION ASSISTANT
JO "TASTEFUL" GLEISSNER
PUBLISHING DIRECTOR
GRAHAM "MAN FROM UNCLE" TAYLOR
THANKS THIS MONTH TO: Paul for giving us the F-22 info and pics, ITV for great World Cup rugby coverage and everyone on the Southend Victoria to Liverpool Street line for being twenty times more reliable than the crappy Fenchurch Street line...
HELLO TO: Cheesy Willie and the two moaning minnies...
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REMEMBER KIDS: MANY HANDS MAKE IT SORE

COMPETITION RULES

EMAP Images employees or their immediate family and friends aren't allowed to enter any of our comps, not because we're nasty. But because if we did we'd let ourselves win all the prizes, just like they do on other magazines that shall remain nameless (we know who you are). And Dwayne Minton from West Wormwood? He can go forth and multiply - not that he's able to of course. He's just a sad man with the brains of a dead goldfish...

JAZZA'S FINAL BIT

Once more, we're here. Far from the madding crowd, lurking in the tiny text at the bottom of the masthead they call the "final bit". Missed by most, read by the eagle-eyed, this jewel of inane banter is here to pass a few more seconds of your life. You've now finished reading it. You're older than you were when you **started. And time** is still ticking ever onwards...

JAZZA SEARCH FOR A RUGBY SHIRT

Cheers to everyone who took time to help me out in my search for a Hull KR rugby shirt last month (only one person, Stan "smartypants" Bowens of Edinburgh spotted the fact that I had my brain switched off when I asked the question - HKR play in red and white, blue and yellow are Leeds' colours, which I was wearing at the time of writing. Doh!). I've got all your names and stuff on file, and whoever sent the address of the place where I finally buy the shirt from will win the software - I'll let you know next month when I have the cash actually buy it...



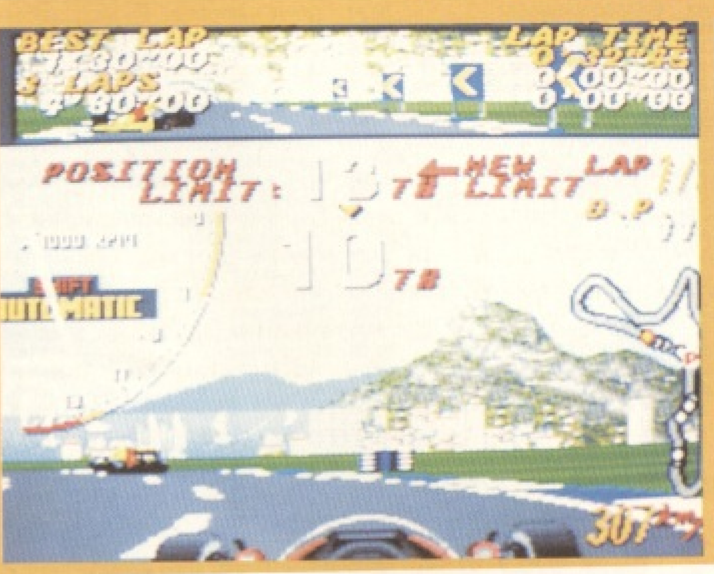
AL

SUPER MONACO CHEAT OOPS

Art people, eh? They haven't got a clue. Take last month for example. Rich slaved and slaved over the MEAN MACHINES tips column to bring you top tips from around the globe, and what happens? The art department mess it up. The *piece de resistance* was to have been the Megadrive Super Monaco code, but unfortunately it was left off by a certain person called Oz Brown, who shall remain nameless. Well, here it is in all its glory (hoping that the art department manage to actually stick it down this time):

1AGI E9S4 1000 I000
000H L1I3 4507 89AB
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0000 0000 6100 F7E2





FAME AND FARTUNE

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RICHARD "RING-A-DING" LEADBETTER
Given the choice, Rich would opt for a Porsche 959, "because it goes faster than a Ferrari Testarossa, has comfier seats and comes with a car phone as standard".
CURRENT FAVE GAMES: STARFLIGHT, SUPER TENNIS, F-22

RADION "ED LAWRENCE" AUTOMATIC
Rad's most desired car isn't actually a car - it's a Kawasaki ZZR-1100, "'cos it's big and fast and goes vroom and it has great overall sensibility in the motorbike department". Yes, we're sure...
CURRENT FAVE GAMES: JERRY BOY, MERCS, KICK OFF II

OZ "ZOOM" BROWNE
Top of Oz's list of motors he would love to own is the Kit car from Knight Rider, "because it can drive itself, and I can't drive, it's the safest car on the road, and it'd keep me company on long journeys".
CURRENT FAVE GAMES: THUNDERFORCE III, STREETS OF RAGE, F-ZERO



JULIAN "JAZZA" RIGNALL
Jazza's ideal motor is a Honda/Mclaren formula one racing car, "'cos it'd be great fun at Southend traffic lights and if the girlies wanted a ride they'd have to squeeze into the cockpit". Er, fine.
CURRENT FAVE GAMES: KICK OFF II, SUPER GHOULS 'N' GHOSTS



GARY "FLANNEL" HARROD
Gaz's most desired car is the Alfa Romeo Proteo, "because it's the most fab-looking car in the world and nobody else would ever have one". Poser!
CURRENT FAVE GAMES: SUPER GHOULS 'N' GHOSTS, MERCS, KICK OFF II



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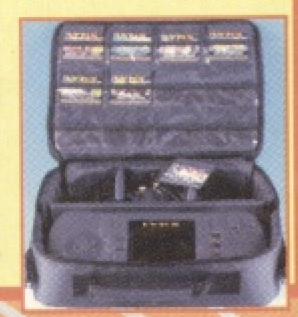
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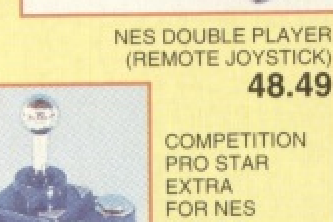
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NEWS

SUPER FORMATION SOCCER

The highly enjoyable and dead neat PC Engine game, Formation Soccer, is soon to arrive on the Super Famicom. Super Formation Soccer, as it'll be called, features a John Madden's-style viewpoint of the pitch, which scrolls in true 3D perspective. From the early screenshots pictured here, it looks extremely promising. Hopefully it'll play just as well as the original PC Engine game - if it does it'll certainly make up for the huge disappointment of Pro Soccer.





GALAXY FORCE - NOT QUITE A FARCE

Sega's humongous graphical arcade tour-de-force has finally shown up on the Megadrive, nearly 18 months since it was first announced. Has the wait been worth it? Well, while the graphics are certainly stunning, the gameplay seems just a little bit limited. We'll bring you the full low-down when we review it next issue.





BurgerTime DELUXE

If it's burger-related fun and frolics you're after, check out Super Burger Time. Based on the classic coin-op, the player takes control of a chef who has to build giant-sized burgers. The only problem is that there are all sorts of horrid ingredients and maniacal condiments out to get you - aaaagh! We've had a quick whizz on the game and reckon it's a great laugh - expect a full review soon.





MERCS ALERT

One of Gary Harrod's most favourite coin-ops arrives on the Megadrive in spectacular fashion. Not only does the cartridge feature a complete and utterly perfect version of the eight-level coin-op (apart from the fact that it's only one-player), it also has a completely different all-new eight-level game to test your blasting skills to their limits. "It's brill", says Gary Harrod, "it kept me up all night and gave me blisters on my joystick fingers". And we thought he was talking about his new copy of Girlie World. Anyway, enough of that. What you want to know is whether or not there'll be a review next month. Of course there will.

STREET FIGHTER II

ストリート
ファイター

Hot news on the streets of Japan is that one of the first arcade conversions to appear on the forthcoming Megadrive CD-ROM will be Capcom's utterly fab Streetfighter II. Using the machine's special hardware and sprite handling capabilities, this two-player beat 'em up will be a very close copy of the original coin-op. How it'll play with only three buttons is another thing - and we'll be bringing you an exclusive report as soon as we get more information.



WHO'S BIO FORCE PALADIN

There are crillions of blasting games on the Megadrive - but not many simultaneous two-player ones. This actually has two variations of dual-player action, a normal two-ships-ahoy for maniacal mayhem, and also a double-action special where one player controls a large space ship and the other controls a cursor which guides the ship's lasers. So even though its horizontal scroll/power-up/boss game mechanics are devoid of originality, at least the gameplay is novel enough to keep you interested. If it's more information you're after, wait four weeks and you'll be able to read the review.





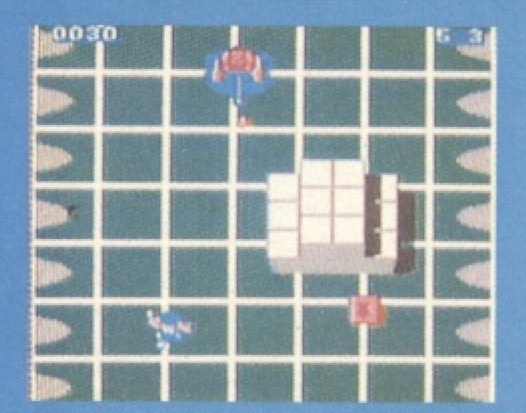
NEWS

JAGUAR - TRUTH OR DARE

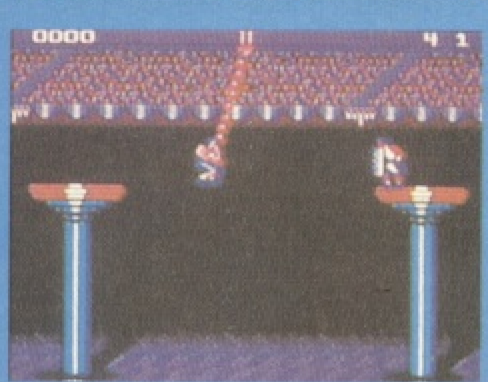
Having unceremoniously dumped their last console-to-be, the Panther, Atari are now making bold claims about a new super-console they are currently developing. According to a recent report in CTW, the computer industry's trade newspaper, the Jaguar, as it is called, will sport a 32-bit processor as well as 32-bit graphics and sound chips. It'll use cartridges for games software, but will also be able to utilise CD-ROM technology as well as traditional disk software. The target price of this machine is said to be around £175.00 and it'll be released later on next year. It all sounds just a bit too good to be true, but we're currently following up the story and will bring you more news as soon as we have it.

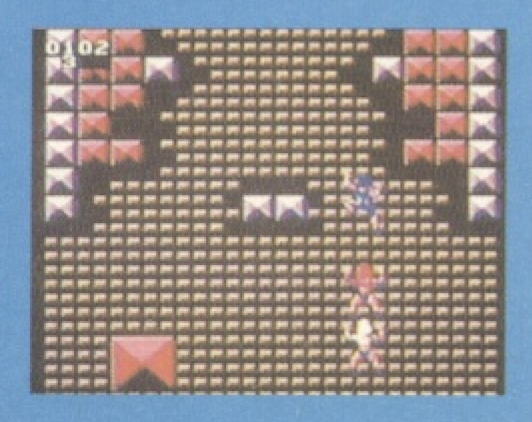


AMERICAN GLADIATORS



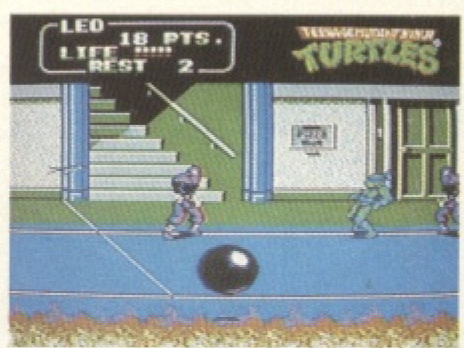


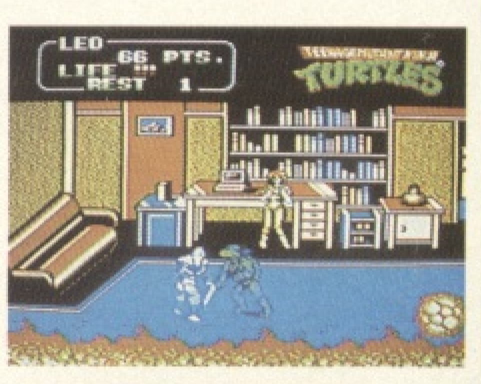


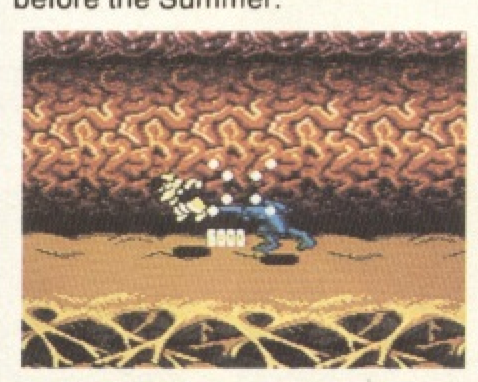


American Gladiators is a brilliant early morning TV game show (and when we say early morning, we really mean early morning - like 3:00 am), in which very well-built contestants battle the American Gladiators, a team of psycho bodybuilders, in a variety of violent events. The contests include The Joust (hitting each other with huge lances), Assault, Powerball, The Wall, Human Cannonball and The Eliminator - all action-packed events where the players attempt to knock the cack out of one another. So what's this got to do with video gaming? Well, an American Gladiators NES game is soon to be released in the States, and it'll feature all the best events of the programme. Sounds like one to look out for!

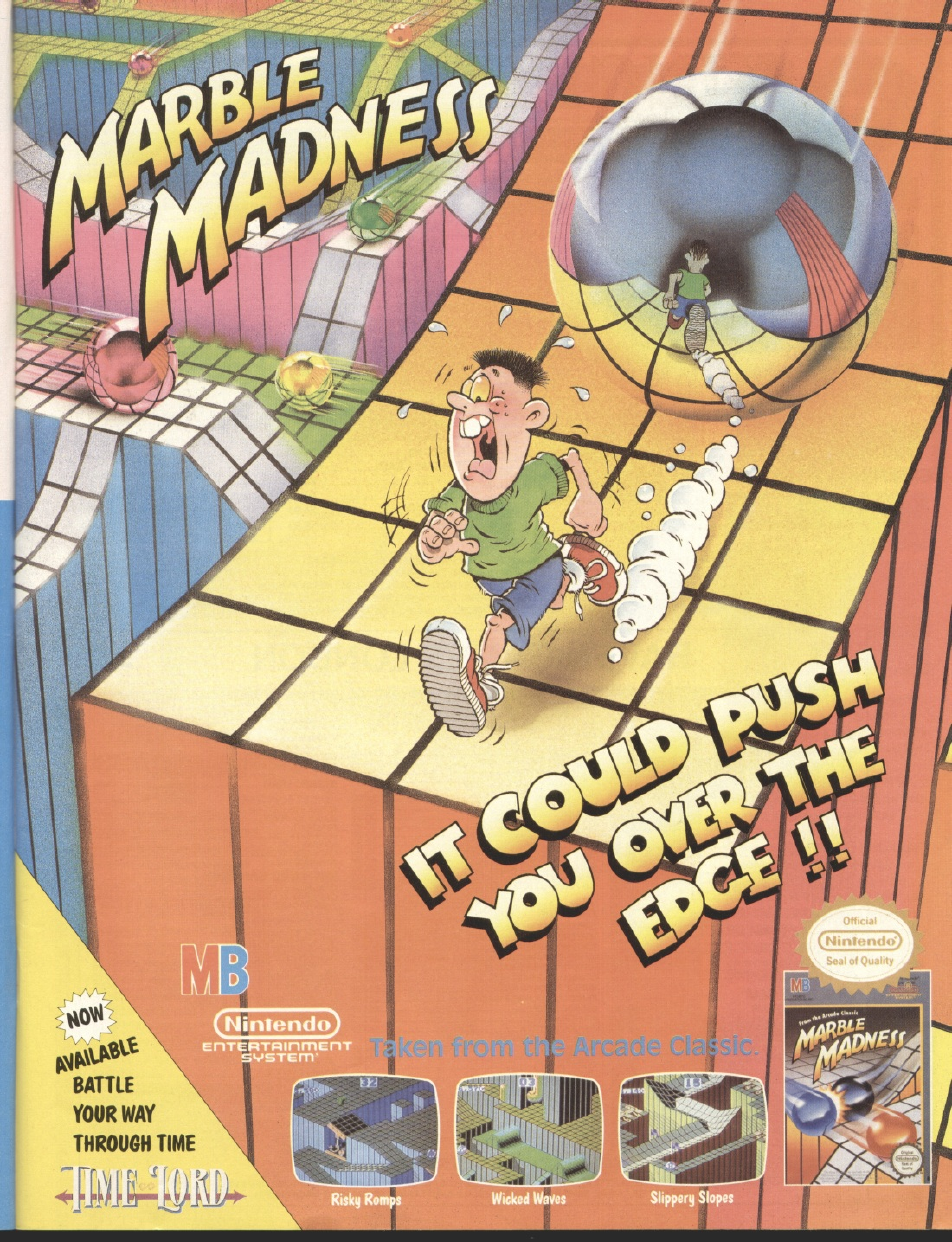
It's green amphibian central as far as the Nintendo goes. Over the next few months we'll see the NES Teenage Mutant Ninja Turtles Coin-op conversion (a very tasty number it is too), as well as Teenage Mutant Ninja Turtles II on the Gameboy. Alongside those are the Battletoads, another gang of shinola-kickin' pond-heroes. Mega-programmers Rare are behind both the NES and Gameboy versions, and we reckon they could be even more popular than the Turtles! And if that's not enough, Turtles III is currently in development and will be released in the States in the early new year - expect it to appear in Britain before the Summer.











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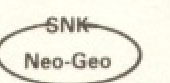
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MiG-29M SUPERFULCRUM



MiG TO TAKE ON F-22

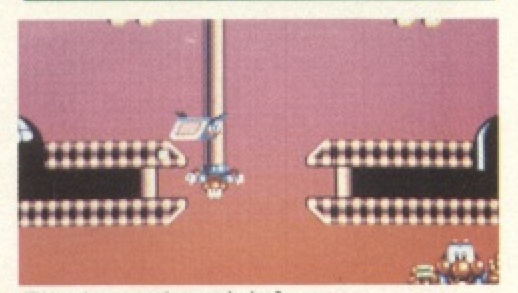
With Electronic Arts' stunning F-22 Interceptor now on active duty, we've just heard rumours from beyond the crumbling Iron Curtain that MiG Superfulcrum is soon to take off on Megadrive courtesy of Domark. Based around the critically acclaimed computer combat/flight simulator, the player gets the chance to fly the dead wicked top Russian plane, the MiG 29 and blow lots of things up. Sounds like great fun to us - we'll bring you more news when we have it.

A VERY FISHY MEGADRIVE RELEASE

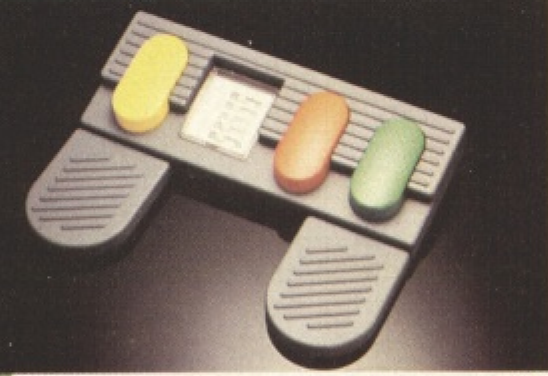
Coming next month on the Electronic Arts label is Robocod, the sequel to James Pond. It features more platform-related excitement, and this time the graphics are even snazzier, the sound is even more jolly and the gameplay is even more addictive as sub-aquatic hero James goes on another world-saving mission! There are all sorts of terrors in store, including killer teddy bears, maniacal sweets and bouncing floors of jelly - wee-erd, man. As usual, MEAN MACHINES will have the exclusive review next month, so don't miss it.



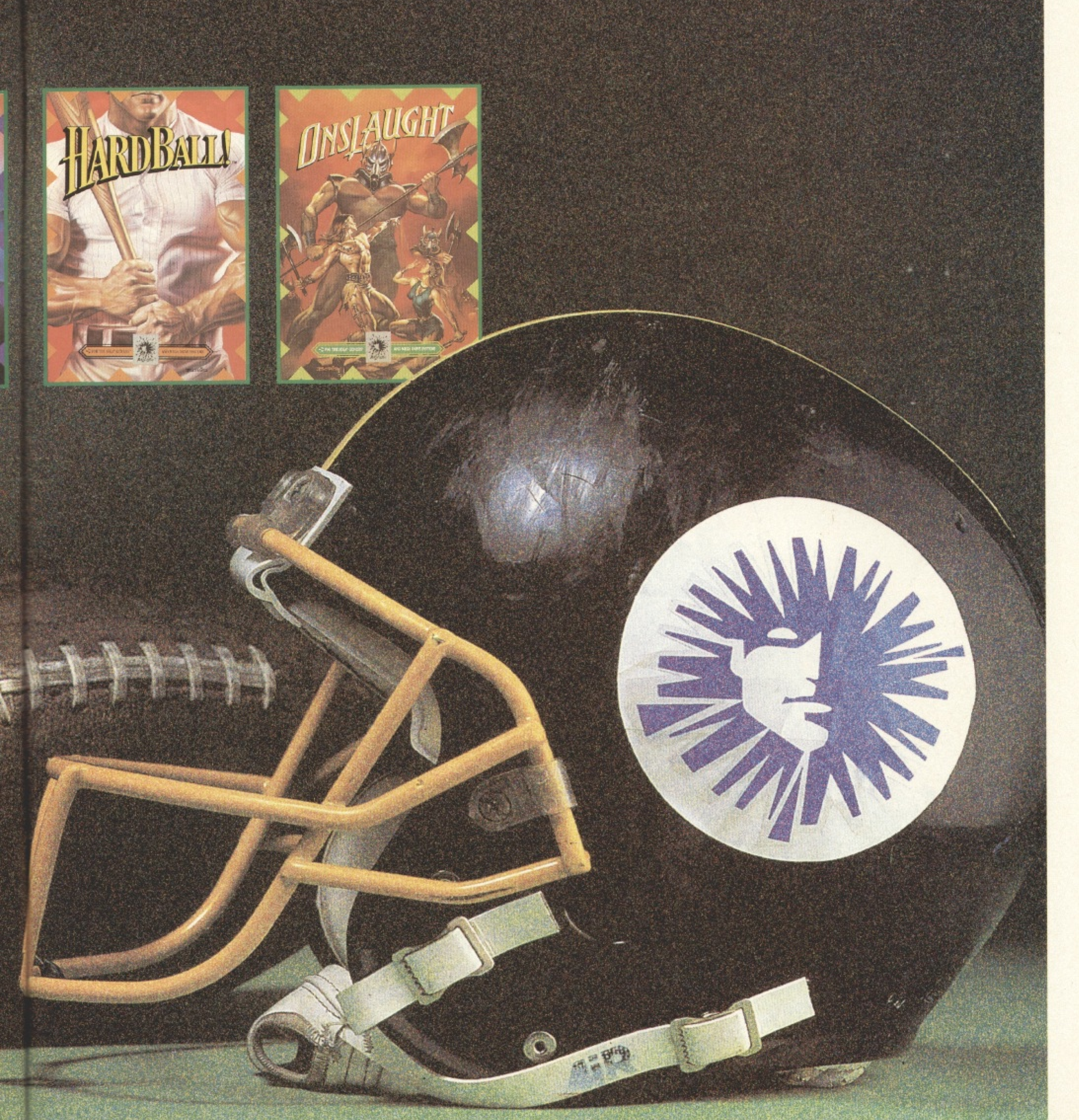
PEDDLE THE PEDAL



The latest joystick from Spectravideo isn't really a joystick. It's a foot pedal which is used in conjunction with a joystick to make racing-type games even more fun to play (well, that's what the manufacturers say). The unit is completely programmable, so you can set it up to work with any configuration of joystick movements or buttons that utilise accelerate/brake, speed up/slow down controls, and so on. How robust the unit will be we can't say, 'cos they didn't send us a sample. Boo! But if you do like the sound of it, Sega and Nintendo versions will be available just before Christmas for £24.99.



AND YOU CAN'T PUT **DOWN**





F-22 INTERCEPTOR

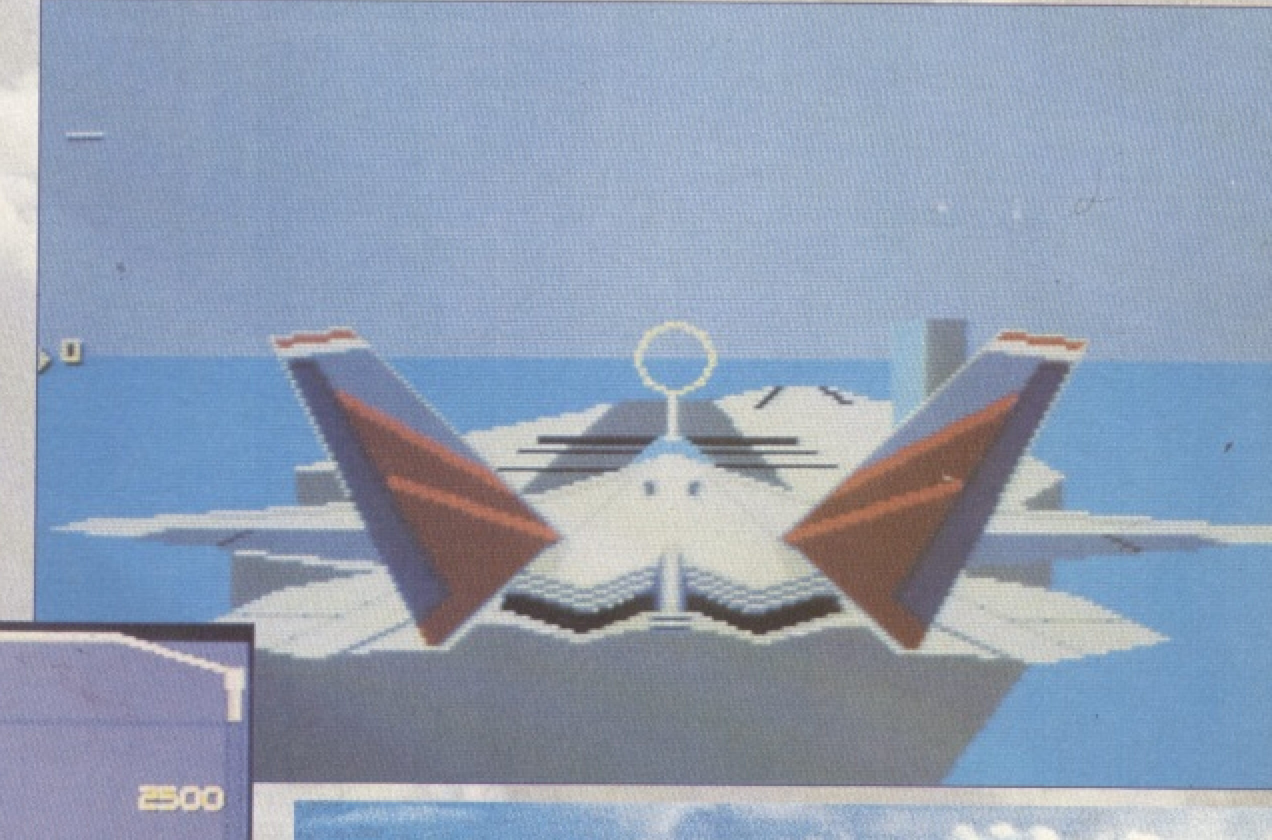
Fancy flying the deadliest Fighter ever devised, *before* the real pilots get their hands on it? The first flight sim ever for the Megadrive enables you to do just that, and even creates a few war zones for you to fly it in!

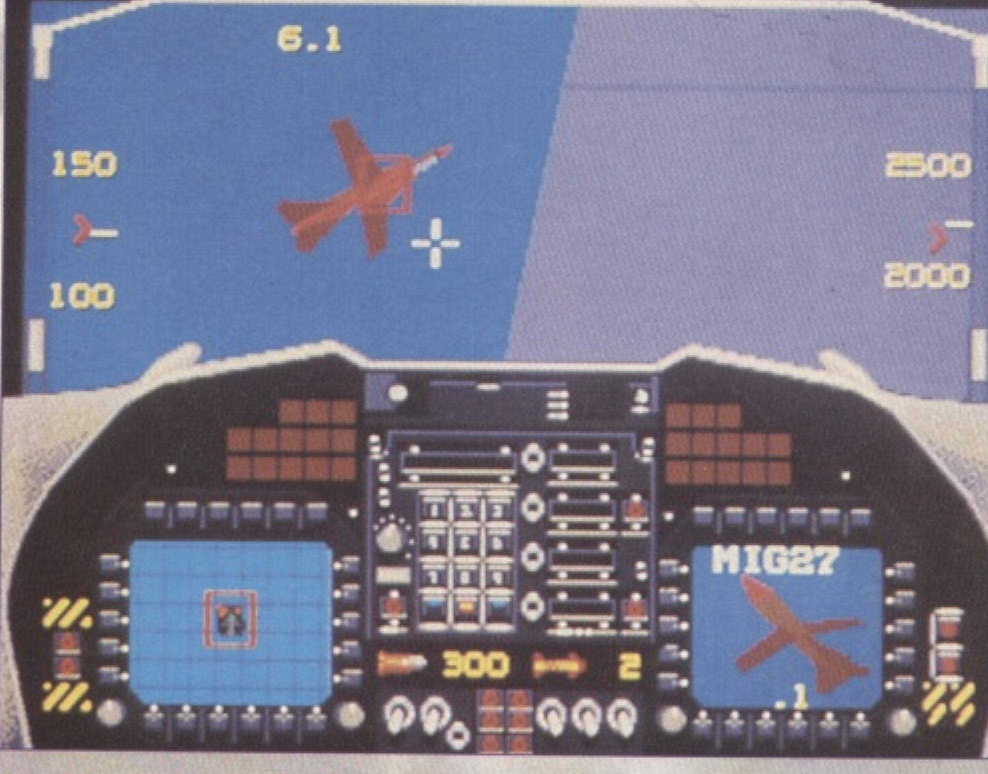
The game starts with you choosing what sort of difficulty level you'd like to see in the game. This ranges from CADET level (where completing each level is about as difficult as going to the toilet), TRAINING level (slightly harder, but still pretty easy) and COMBAT level (a real kack-your-trousers job).

After that it's just a case of choosing where you want your mission to take place. You could opt for basic F-22 flight training in the USA or attempt "the real thing" in the likes of Iraq, or even Russia (even if they're our mates now). For real flying heroes, there's even an Aces Challenge, where your F-22 is pitted against the best the enemy can throw at you.

The basic gameplay involves taking off from friendly territory and making your way through many sub-missions, which could range from taking out MiGs to bombarding enemy bases with radar-guided missiles and mavericks. All this explosive action is interspersed at intervals by attempting a rendezvous with a refueling tanker. Here, extra weapons, fuel and repairs are carried out on your battle-damaged fighter, thus enabling you to carry out some more sorties behind enemy lines. The mission ends when you return to friendly territory and safely land.

A chase view of the F-22 about to land. Better lower the undercarriage! ▶





▲ *The F-22 scopes out an enemy MiG.*

MISSION CREATION

If you get bored with the missions on offer, there's the option to create your own! Simply give yourself an objective and allocate the numbers of enemies in the area and you're away.

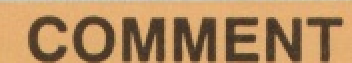




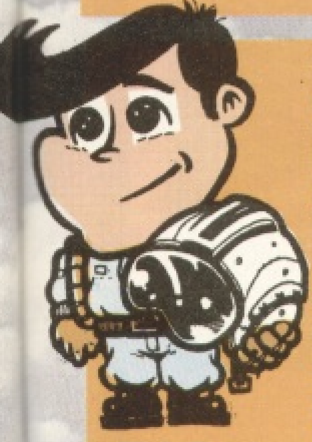
A BIG, FAT ARSENAL

Being well-endowed in the armoury department is the key to success. F-22 gives you all the tools to get the job done. In the line-up there's heat-seeking and radar-guided air-to-air missiles, along with plenty of air-to-ground missiles.



COMMENT



RICH

The first flight sim on the Megadrive turns out to be one of the most enjoyable I've ever played. This must be due to the fact that all the annoying, fiddly flight sim controls have been taken out. Instead you just control the afterburners, missiles and the cannon. Combinations of buttons give you more options, but I guarantee you won't need them! The action itself is so exciting and varied you just keep on coming back. One moment you're fighting off an entire squadron of MiGs, the next you're strafing enemy HQ, then you're refueling... the list of things to do is virtually endless, and with the mission creator added in, lastability is guaranteed. All of the aircraft fly about very convincing and considering the Megadrive isn't so great with polygons, the action is fast and fluid. EA strike gold once again with a truly riveting game.

Missile Launch
Press A to skip sequenc

▲ *A missile's eye view of its target!*

LOCKHEED F-22A ATF

DIMENSIONS
WING SPAN: 13.11 m
WING ASPECT RATIO: 2.2
LENGTH OVERALL: 19.56 m
HEIGHT OVERALL: 5.41 m

WEIGHTS AND LOADINGS
WEIGHT EMPTY: 13,608 kg
MAX T-O WEIGHT: 26,308 kg

PERFORMANCE (TESTED)
MAX LEVEL SPEED: MACH 1.58
WITH AFTERBURNERS: MACH 1.7
CEILING: 15,240 m
G LIMIT: +7.9





▲ *The F-22 closes in!*

THE REAL THING

The F-22 is so new that its existence has only just been officially recognised by the Americans. The F-22 is designed to replace the F-15 Strike Eagle as the fighter of the future. Lockheed (producers of the F-117A) teamed up with Boeing and General Dynamics to come up with an ATF (Advanced Tactical Fighter) that could cope with the increasing sophistication and threat of hostile air forces around the globe. This Electronic Arts game gives you the chance to see if the 'plane itself lives up to the expectations.

Guiding Maverick missile



AIR-TO-GROUND THRILLS

When you fire off any air-to-ground missiles, the view immediately cuts to a chase view of your missile. Now you have to use your joypad skills to successfully direct the missile towards its target.

Press A to Self Destruct



COP-OUT OPTIONS

Bringing up the simulation parameters allows you to muck around with the game settings. This means you can alter the sensitivity of the controls, change the speed of the graphics, and if you're a real spaz, give yourself infinite fuel, ammo and missiles!

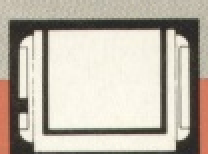


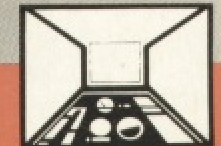
BY: EA

PRICE: £39.99

RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: SUPER







COMMENT



JULIAN

Electronic Arts strike again with yet another Megagame (if this company was an athlete it would be tested for steroids)! F-22 is the first ever console combat/flight simulator, and it's simply superb. The screenshots on this page certainly don't do the game any justice - you need to play the game to appreciate it. The ground details are sparse, but what you concentrate on are the targets and enemy planes, and these are smooth, detailed and realistic! Wait until you've got five aircraft all hurtling around trying to stick a missile up your exhaust port! The sheer depth is incredible, and there are tons of missions to challenge even the most skilled of top guns! And even if you conquer them all, you can use the "create mission" option to engage in kamikaze laffs 'n' high-jinks. With its wealth of options, different viewpoints, brilliant touches (watch for sun glare and be careful the pilot doesn't pass out in combat due to excessive g-forces!), stunning presentation and challenging, thoroughly addictive gameplay, F-22 is not only another prime example of how advanced and complex console games can be, it's also a fantastic game in its own right. Test fly it as soon as possible.



▲ *An escaping pilot scraps the F-22's canopy!*

A DIFFERENT PERSPECTIVE

By using a combination of buttons on the joypad, all manner of different viewpoints are available. A full 360 degree wraparound effect can be achieved, along with a chase 'plane feature (this means you see your 'plane from behind, Afterburner-style). If you reckon that the view-screen is a tad on the small side, it's possible to remove it, leaving just your HUD (Head-Up Display) to provide you with useful info.

▼ *A missile about to strike!*

PRESENTATION 96%

Too many options to list, but suffice to say, every option you could possibly include is here.

GRAPHICS 92%

Great static screens and superb in-game polygon graphics to astound and amaze.

SOUND 81%

Some brilliant sampled noises for cannons, missiles and explosions. Only the in-game music is slightly lacking,

PLAYABILITY 93%

The training missions make getting into this very easy...

LASTABILITY 92%

... and there's loads of tough expert missions to keep you flying, plus the option to make your own. Lastability is guaranteed!

OVERALL 93%

A truly superb flight/combat simulation that oozes class. A must for your collection!

TOP GUN™

THE SECOND ★ MISSION

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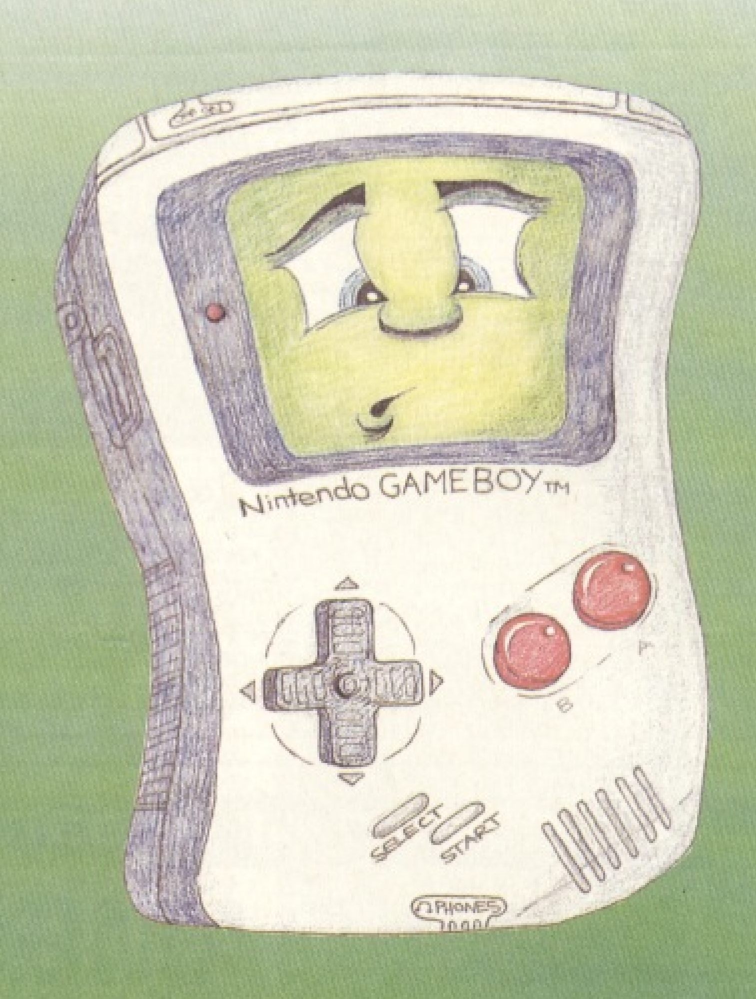
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MEAN YOB!

He's loud, he's proud - he's very well endowed (at least, that's what he says)! And once again he's taking a long hard look at your letters and printing the best of them. Are you tough enough to write to the YOB? Whether you've got something interesting or inane to say - or even have some decent (or indecent) pictures - send your letters to: YOB'S SWINGING DANGLER OF A MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



▲ *Andrew Foster from Bedford sent in this pic.*

A PROUD OWNER WRITES

Dear YOB,
I am writing to you not to ask you any questions, but to tell you what really gets on my tits. People who write in to you and say really stupid things like "I am a proud owner of a Megadrive or a Famicom." Do these people know what they sound like, if they don't well I am going to tell them. You sound like complete dimwits.
Ian Biggam, Crayford, Kent
YOB: So I guess you're an embarrassed owner of a machine, are you? What have you got, apart from no brains? A Spectrum?

SOLID OAK BRAIN

Dear YOB,
Just thought you might like to know;
SOLID OAK DOORS £9.99 AT B&Q
Matt Woods, Camberley, Surrey
YOB: Go pee on an electric fence.

SOLID OAK BRAIN II

Dear MEAN YOB (HAR HAR)
Why is club nintendo so perthetic. There latest issue says shadow warriors and A B And his Blob arent even out yet! ha! your mag , alright mags are both fabulas about 200000 Billion times better by the way who do you think is going to win the F 1 chapion-ship thanks for your time
Danny Colueroon, Wallington, Surrey
YOB: And the Tories say that there's nothing wrong with Britain's education system...

MR EXCELLENT BRAIN

Dear YOB,
What has happened to the gamesplayers of today. Are we all soft or can't we handle a challenge? What am I talking about, I'm talking about the continue option.

Let's look at some facts.

In the arcades it's OK to have a continue option because it draws more money into the machine, but on consoles and computers we get it free. Then somebody uses loads of continues to complete a game and complains its too easy.

For example take the PC Engine version of Shinobi. The difficulty setting is just right (if not a tad easy) and it's possible to complete it off one credit, but if you use 4 or 5 continues it's a doddle. This applies to other games too, most versions of Altered Beast (except the Amiga) come to mind.

On the other hand games are made so hard it's impossible to complete it using one credit, like the Amiga Turbo Outrun. If you went full speed, only braking when absolutely necessary, and didn't crash you'd still run out of time.

So come on software houses. With a bit of playtesting we could have games that are just hard enough, and do away with the continue option. This would improve the games lasting appeal, thus giving it a better rating, and improve its sales.

Phew, that said congratulations on over a year of publishing and long live consoles, computers, arcade games CD-ROMs, modems, joypads, cartridges etc...
Matthew Parsons, Blackburn, Lancs
YOB: Wise words, mate! Playtesting is all-important - we've been saying it for years, and I think that some companies are finally beginning to wise up to that fact. As for continues - agree. But then, the player doesn't actually have to use them. If he does, he's only got himself to blame...

THE WORLD'S WORST POET

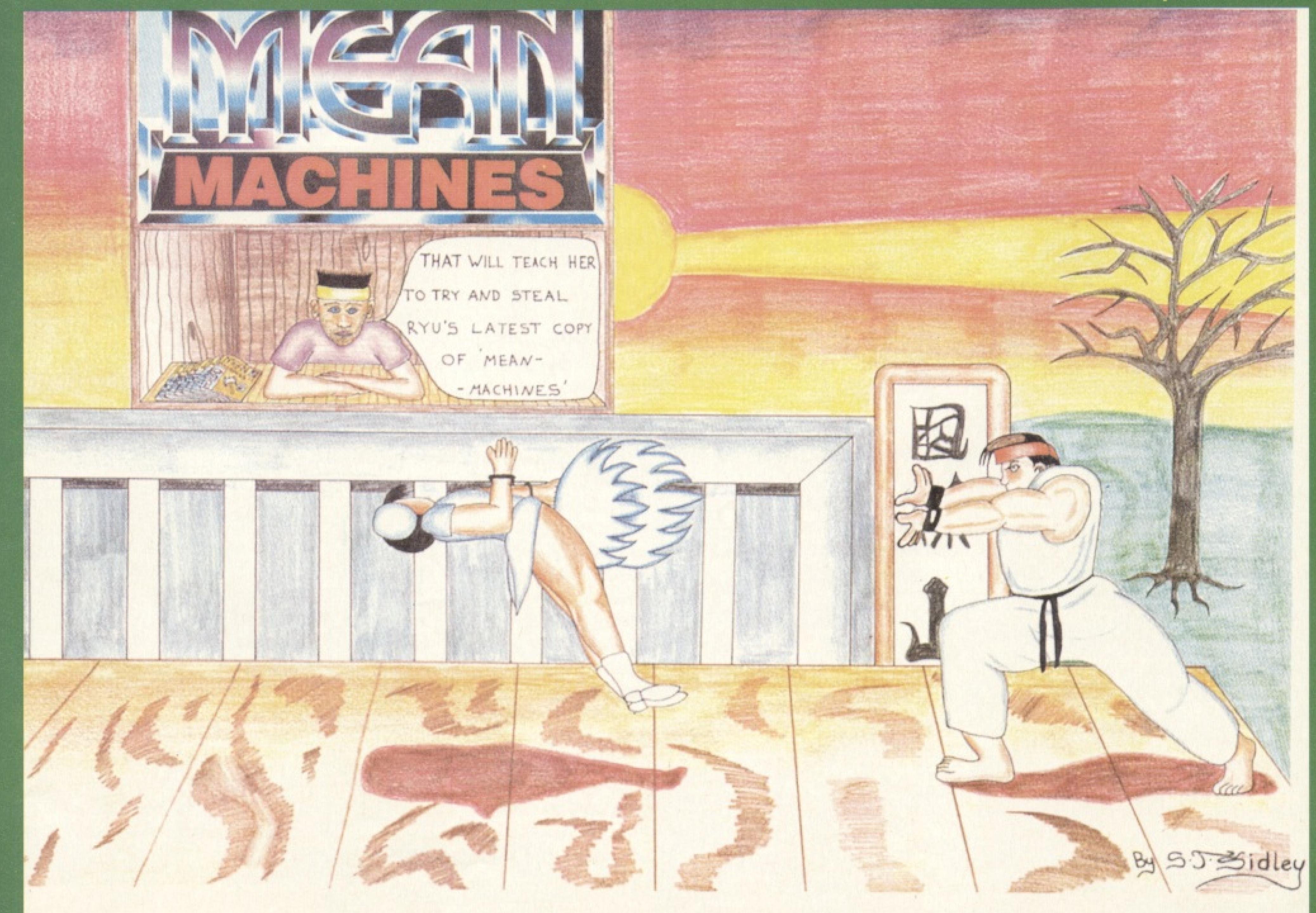
To MEAN YOBO!
Here is a Jobish poem I thought of while reading MEAN MACHINES

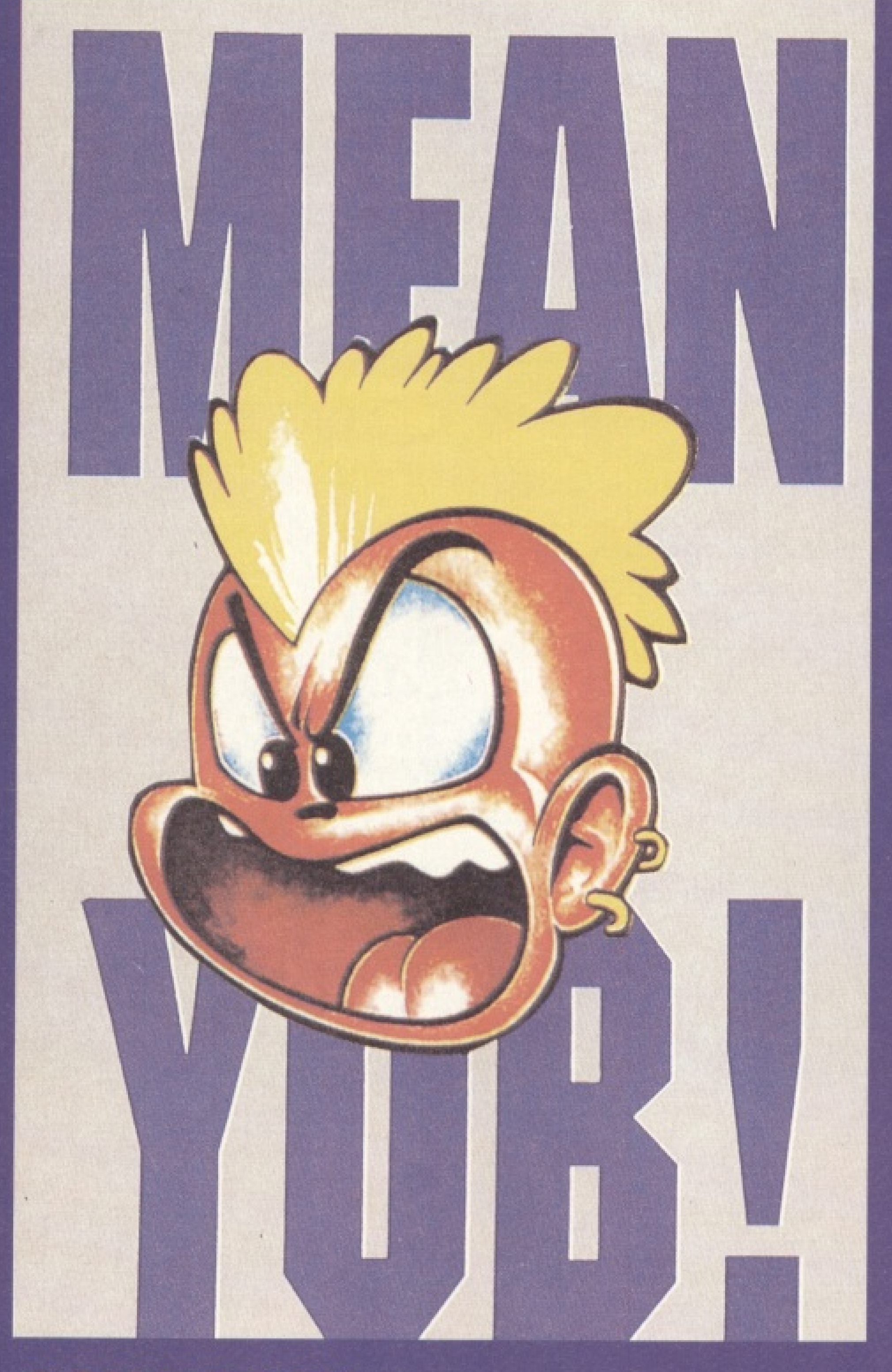
To you Mean YOB
you make my heart throb
Please don't be sick
all over my... toes:

I fancy you to death
But so does Mcbeth
Please give me some software
so I remember you in despair.

This is the best letter so give me this £150 reward or I'll have you for breakfast, dinner and tea.
Master Chess
YOB: Up yours.

▼ *Street Fighter malarkey from SJ Sidley!*







▲ *A very dramatic pic here from Jasvinder Bhui from Southall.*

COME BACK LITTLE AND LARGE

Dear YOB,
FUNNY JOKES ZONE HERE.
Q What do you call a three humped camel
A Humfree
Q What's Sonics best friend
A Flat mate
Q How do you cut the ocean in half
A With a seesaw
Q Why didn't the elephant cross the road
A Because he was two busy on his Megadrive
Q What does PC Engine work for
A The police
Q What do you call a Megadrive without Sonic the Hedgehog
A A crap mega drive
Christopher G
YOB: Those sad, shambling, cruddy, predictable, pathetic "jokes" were about as funny as woodworm in a cripple's crutch.

FARTY-BRAIN

Dear YOB,
I wrote this letter all by myself.
Ploppy Pants, Land of the Plops
PS My mummy helped me with the first sentence.
YOB: What's the difference between your brain and a bucket of steaming horse cack? The bucket.

FIRST TRAIN TO SUGGESTION CENTRAL

Dear Mean YOB,
I've just bought a Nintendo (NES) and it's superb, compared to my aging Speccy anyway. Also, I bought MEAN MACHINES for the first time and was amazed at the quality compared to your competitors.

Whilst I was flicking through the pages, I began to realise the scope of software available for my Nintendo. However, I have no idea as to the quality of these expensive games. As the sales of consoles grow, how about giving a page of review percentages from the last ten issues which would give us new readers an indication of what to buy. Alternatively, how about putting an overall percentage mark on each top ten game or even give us a list of your top 20 as this would prove a great help.

Finally, how can I obtain back issues and do you offer a subscription service?
B Angell, Letchworth, Herts
PS Who was the person suggesting free cartridges on your mag? What a plank!

YOB: Neato ideas! The software list is something we're looking into at this very moment. Expect something to come of your suggestions in the not-too-distant future.

MORE HARROD PERVERY

Dear Mean YOB,
I am confused, is true about Gary Harrod's perverted adventures with a battery powered, vibrating, rubber carrot covered in Marmite, or is it true? Please explain.
Matt Sterne (a worried MEAN MACHINES reader), Winton, Bournemouth
You're slightly wrong there. What you're thinking of was the very sick and perverted episode involving the extra large dual-action swivelling mains-powered marrow and the bovril-covered midget from Amsterdam.

THE FACE OF A SEGA® ACE



TANGY, BUT NO TASTE

Dear World's Greatest Person Ever YOB,
Why did you say that the European Computer Entertainment Show at Earls Court was cancelled! I hope it was a joke because on the sixth of September I turned on my telly and Newsround was on and they showed the European Computer Entertainment Show and I ain't lying. On it were games like Terminator and Gunship 2000 and some other games.

I bet you some kids at home would kill themselves because they couldn't go and it was all your bloody fault!
K S Tang, Milton, Cambridge
PS YOB is the greatest and I'm your number one fan!

YOB: The show was cancelled to the public - but a much, much smaller trade-only show did still go ahead, and that is what you saw on the telly.

HERE'S A HIGH IQ

Dear Mean YOB,
You seem to have some very sad readers and no mistake. I'd like to put an end to one particular argument that they tend to dwell on.

A reader in a recent car magazine article:

"Dear Sir,

I own a Ferrari which I get immense pleasure from (chortle). Recently, my best mate Kevin bought a bulldozer costing around the same amount of cash as my car. He says his bulldozer is better than my Ferrari but I disagree, which one of us is right?

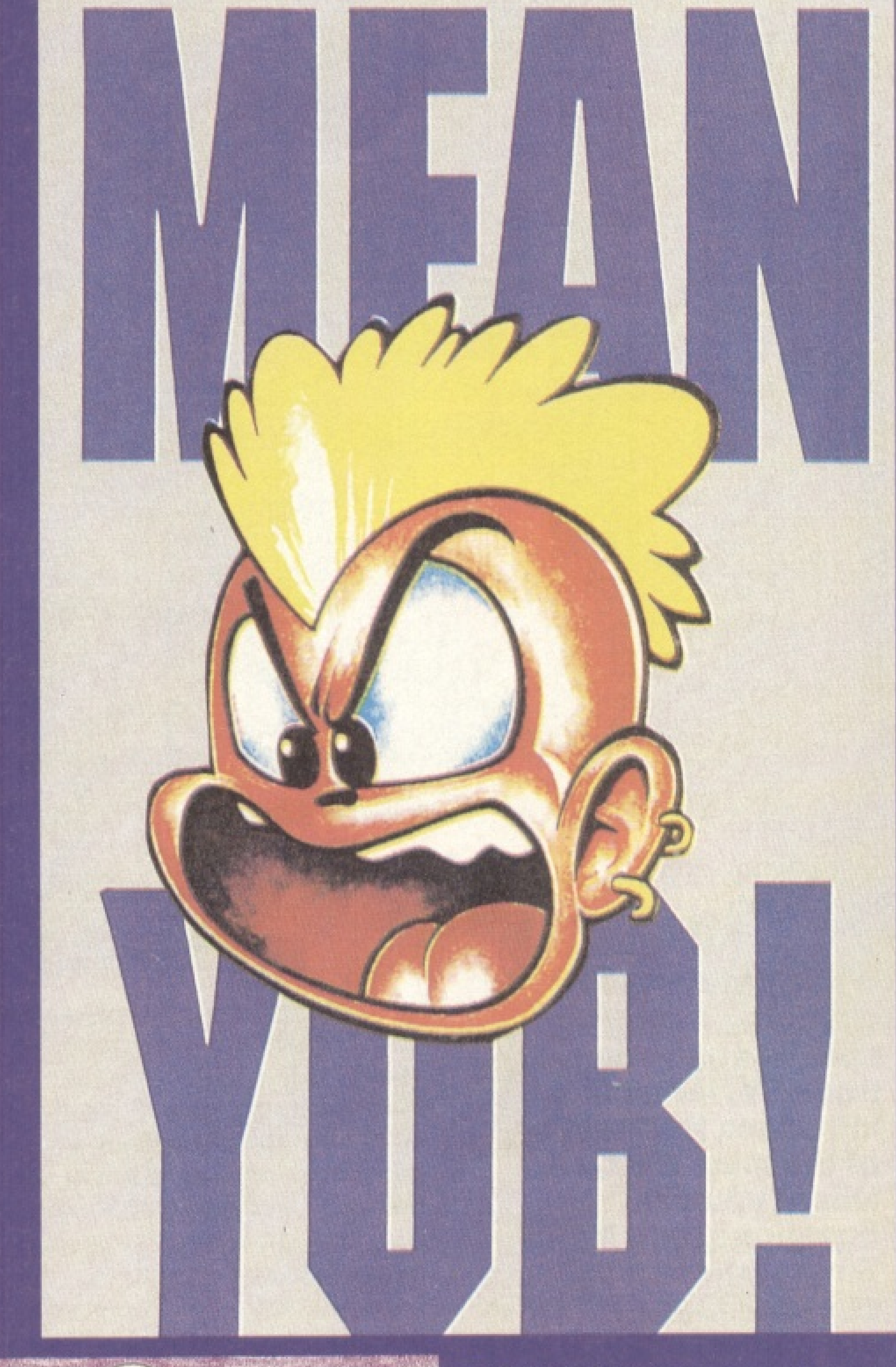
Reply:

It all depends on what you want to do with your particular vehicle you dozy excuse for a reader! If you want to "pull the birds" and drive very fast in built up areas your better off with a Ferrari. But do remember, they aren't much cop when it comes to digging very large holes (much as the one in your head matey!)

At this point the reply became very abusive and doing something rather unpleasant (and physically impossible!) with a member of the reptile family mentioned. Anyway, can you see where I'm coming from (chortle). Yes, it's the old computer vs console dilemma which really isn't worth having babies over. I think my example (if a little over the top) gets its point over quite well.

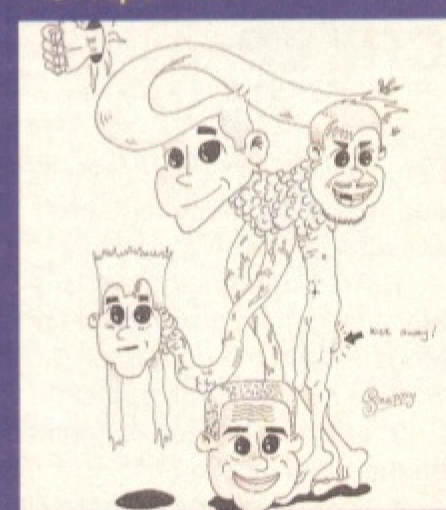
Oh yeah, and to correct Jaz on a recent answer in Q+A, he said that a graphics tablet was for drawing on-screen pictures. Everyone knows its a special drug used to cure pixelitis. God, how stupid can you get?
Mr Luggage and the Sad Cases

YOB: Stap me vitals with a large, pink stick of Pompey rock! Another hyper-intelligent letter. What's going on? Are people taking their vitamins? Is there some alien intelligence ray at work? Wibble, quack...

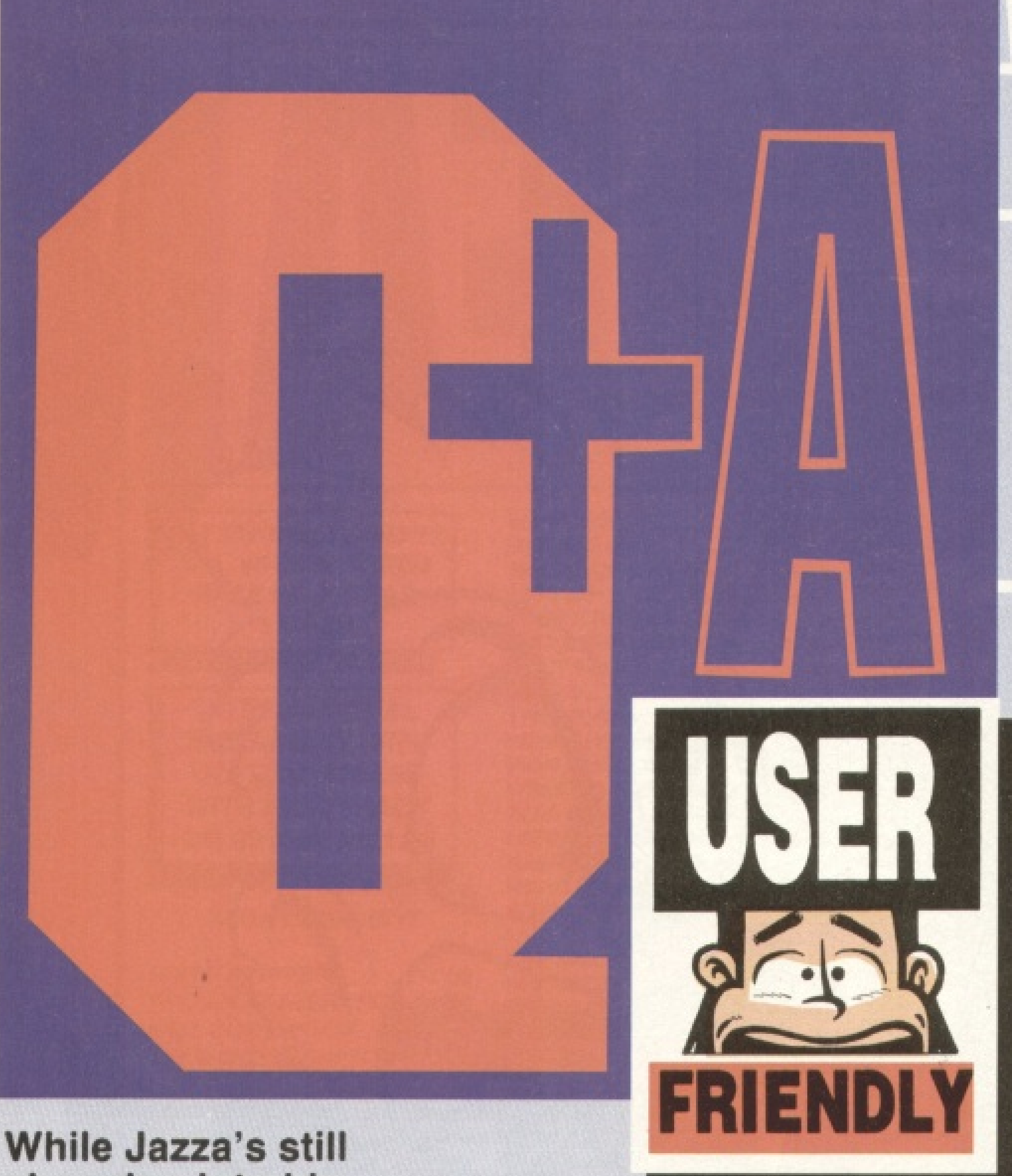




◄ Alastair Mellor from Syston is responsible for this skill



▲ The MEAN MACHINES monster.



While Jazza's still changing into his special answering trousers, let's quickly introduce this section of the mag. It's Q+A, where you ask questions, and Mr Smart Ass Jazza answers them. If you've got something you want to ask, why not write in? The address is: OKAY SMARTASS JAZZA HERE ARE MY QUESTIONS AND THEY'RE ROCK HARD, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

YOUR MOVE CREEP

Dear Jaz,
I am an 11 year boy from Finland and would be happy for some answers on some questions:

1. Are there going to be any athletics games coming out for the Megadrive in the near future?
2. Is Lynx a 16-bit game?
3. Is it possible to play games on the Sony Walkman?
4. Which console is best-selling in USA at the moment?
5. Will Sega continue to create games for the Master System in 1992?

Mats Wickstrom, Karis, Finland

JAZ: 1. An athletics game is being developed at this very moment - it'll be available later on next year. 2. No. 3. Is it possible to use your brain before asking stupid questions like this? 4. Megadrive. 5. Yes, of course - and some of them will be brilliant.

NOTHING CLEAN, RIGHT

Yo Jazza Laddie,
I own an ace Megadrive and a radical Amstrad and was wondering if a kind gentleman like you would answer the following questions.

1. Do you like MEAN MACHINES or CVG better?
2. If you could own a computer, a console and a handheld console which three machines would you have and why?
3. Which soccer club do you support?
4. What do you recommend as the best Megadrive golf game and is it easy to understand for a beginner of the game?
5. Do you like Neil Kinnock?

Stephen Yeung, Kilngate, Preston

JAZ: 1. They're both the greatest mags in the world. 2. A mega-powerful PC, a Megadrive and CD-ROM and a PC Engine GT - 'cos they're all the best in their classes. 3. Every time Southend United FC play at home, you'll find me in the red stand, screaming my head off. 4. PGA Tour Golf is the best and, to speak in cliches, it's very easy to pick up but difficult to master. 5. He's a skill dude who makes other party leaders look like a sack o' spuds.

BOMB! BOMB!

Dear Jaz,
I was hoping that you could tell me why the European Computer Entertainment Show was suddenly cancelled.

When I phoned up to find out why I was answered by some stupid bimbo telephonist that couldn't give me a straight answer.

Please answer, because I am sure the show was eagerly awaited for by many computer fans.

Paul Colhard, Inckenham

JAZ: The problem was that many major firms like Nintendo and Sega pulled out. And without them there wasn't really

HERE GOES NOTHING

Dear Jazza,
I have recently bought James "Buster" Douglas Boxing for my Megadrive, and at last completed it. But what I can't work out is that there are only 5 boxers in the game, but in September's mean machines you showed a clipping of "Buster" Douglas boxing in the top ten chart, and the boxer in the picture doesn't feature in the game. Could you please, please sort this out for me. Thanks!

Jonathan Phillips, Craven Arms, Shropshire

JAZ: That's because it isn't actually a picture of James "Buster" Douglas Boxing - it's a picture of the Japanese version of the game, Final Blow, which is basically the same except that it has slightly different boxer graphics. By the way, Harry Tuffin's Shop is dead skill - I was there not more than a few weeks ago!





LUKE, TRUST ME

Dear Jaz,
I own a Gameboy and an official UK Megadrive and I have these interesting questions:

1. If I play a Japanese game such as "Zero Wing" through a convertor, will it be unplayable because of the Japanese text?
2. Does the convertor have any effect on the games ie slowing them down?
3. Will "Zero Wing" and "Gynoug" be officially released in Britain?
4. Which is the best blast 'em up on the Megadrive and why?
5. What is your favourite Gameboy game?

Chris Heginbotham, Stockport, Gtr Manchester



a show, so it was cancelled. It's as simple as that.

I HAVE DETAILED FILES

Dear Jaz man!
All you seem to get in your Q+A is eg what's best NES or Master System, or what should I buy Golden Axe (yawn) or Sonic (is it really that good?) the Hedgehog? So answer these questions or I'll do the same.

1. Actually what is a power glove (NES) and what does it do.
2. How hard and long is Snake Rattle 'n' Roll.
3. Do you think Tetris is boring? I do.

Confused NES owner, Bolton, Lancs

JAZ: 1. It's a special controller glove which works with specially-written Nintendo games. It's a neat piece of kit, but the trouble is that there are only three games and it doesn't look like there'll be any more. 2. Ten levels - and later levels are unbelievably hard. 3. Tetris looks boring - but it's not.

DON'T DRINK AND BAKE

Dear Jaz,
I have some questions that I would like you to answer for me.

1. Is there such a thing as a Gigadrive. There have been lots of rumours about it but does it really exist?
2. How much will the Megadrive CD-ROM cost and when will it be released?
3. Will an American CD-ROM work with a British Megadrive?
4. Is it true that Nintendo have sold the rights for Mario Bros to Sega and if so will Super Mario 4 be coming out on the Megadrive?
5. On an advert for Stormlord it said "No longer banned". Why was Stormlord banned and is it any good?
6. Will there be a full review of Shining and the Darkness and do you know if it's any good?
7. In one of my American Console magazines it says that EA is releasing a game called Immortal. What is it like as I think it looks good and am debating about getting it an American import?

I hope that you can answer my questions as they have been bugging me for a while
Philip Cole, Bedford

JAZ: 1/2. The Gigadrive was apparently the temporary name for the CD-ROM, which will cost about £250 when it's released. 3. I can't see any reason why it won't. 4. Don't be stupid. 5. Apparently there were some statues of nude women in the background, and some people took offense. The game was never actually banned - it's merely a sad and desperate marketing campaign to try and get you to buy the game. There's actually nothing to see. 6/7. Check out the reviews in this issue.

JAZ: 1. No. 2. No. 3. Gynoug might be, and it'll be called Wings of Wor if it is. 4. The tough 'n' challenging Hellfire is my personal fave. 5. Parodius, Castlevania II and Choplifter II are tops in my book at this present time.



WE'RE READY TO BELIEVE YOU

Dear Jaz,
I have just bought a Sega Game Gear and all I want to know is, when are there going to be any English versions of the imports and when will they come out.
Paul Lisamore, Harlow, Essex

JAZ: Sega are beginning to speed up the release of Game Gear titles, so expect plenty of new, previously unseen games as well as official UK versions of current import titles very soon.



YIPPIE KAY-AY

Dear Jaz,
Please answer these questions

1. What's the best game on the NES
2. Will Final Fight come out on the NES
3. Will Mickey Mouse or Moonwalker come out on the NES
4. Will the Simpsons come out on the NES
5. What is a power glove
6. Will Gameboy be made in colour

SKIRF, Seven Kings, London

1. Super Mario III. 2. No. 3. No. 4. Yes - in January. 5. I've already answered that elsewhere on this page. 6. Yes.

EASY COME, EASY GO

Dear Jazza,

1. Which is easiest and better Ice hockey or John Madden's?
2. Is Turtles II and Terminator II coming out?
3. Is World Cup easy or hard?
4. When is Golden Axe II coming out?
5. What is the hardest game out for the Megadrive?
6. Is there a game called Gang Wars and if so when is it coming out?
7. What is the hardest beat em up?
8. Will there be a Sonic II?
9. What is the release date for Road Rash

Allan Cameron, Tillicoultry, Clackmannonshire

JAZ: 1. Ice Hockey is easiest to master, but John Madden's is better. 2. Terminator yes, turtles no. 3. Easy beyond belief. 4. February. 5. Gairies is very tough. 6. Later next year. 7. There aren't any really tough beat 'em ups on the Megadrive - on top difficulty level, Streets of Rage is about the hardest. 8. Yes. 9. It's out now.





WELCOME TO HOMICIDE

Dear Jaz,
In your sections you give tips and cheats some of which consist of codes or passwords. I don't no much about consoles and so I would like to know how to go about entering the passwords into the system

A thicko's guide to explaining how to do this would be deeply appreciated

Thicko NES owner, Wallasey, Merseyside

JAZ: Read the instructions you thick git, that's where you'll find the answers.

HEEEEEEERE'S JOHNNY

Dear Jaz,
I have recently got a Gameboy and I wondered if you would answer my questions.

1. When is the Simpsons coming out for the Gameboy and is it any good?

2. What are the best games out for the Gameboy?

3. Are any more Mario games coming out for the Gameboy, if they are, when will they be released roughly?

4. Are any of these games any good for the Gameboy: Robocop, Robocop II, Darkman, Paperboy II, Gauntlet II and Who Framed Roger Rabbit?

5. How much do Gameboy games cost in America nowadays please?

Matthew Thomas, Ashford Carbonell, Shropshire

JAZ: It's reviewed this issue - check it out. 2. Choplifter II, Castlevania II, Simpsons, Double Dragon II, Hunt for Red October, Battletoads, Turtles II are ones that instantly spring to mind. 4. Okay, great, good, poor, excellent and alright. 5. About $25.

MY GOD, IT'S FULL OF STARS

Dear Jazza,
I have a few questions to ask about my Nintendo.

1. Are these games coming out for the NES Final Fight, Super Pang or Pang, Toki and Simpsons the Arcade game?

2. Is Super Off Road any good?

3. Is Turtles II a lot like the arcade?

Just one more thing - what's wrong with Nintendo World Cup

Paul Reid, Frimley, Surrey

JAZ: 1. No, possibly, yes, yes. 2. Yes - it got 84% when it was reviewed in issue 4. 3. Yes it is. What's wrong with Nintendo World Cup? It's got crap graphics, sound and gameplay. That answer your question?

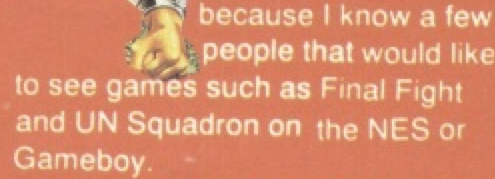
I COME IN PEACE

Dear Jaz,
I own an Nes and could you answer a few questions for me.

1. When will the English release of NARC, Smash TV, and Terminator 2 be.

2. Which is your personal favourite.

3. When the SNES came out, why did it get all the big arcade titles and not the NES or Gameboy



because I know a few people that would like to see games such as Final Fight and UN Squadron on the NES or Gameboy.

4. Is there a way to get my NES to run American carts without breaking the warranty.

Lee (I can't spell) Brown

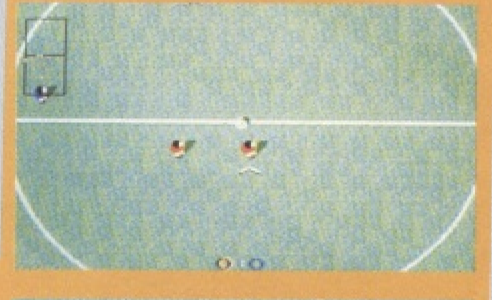
JAZ: 1. They'll all be out sometime next year. 2. Smash TV is my fave. 3. Nintendo want to get people to buy their new machine - if they keep putting all the best games on NES and Gameboy, people won't buy an SNES, will they?

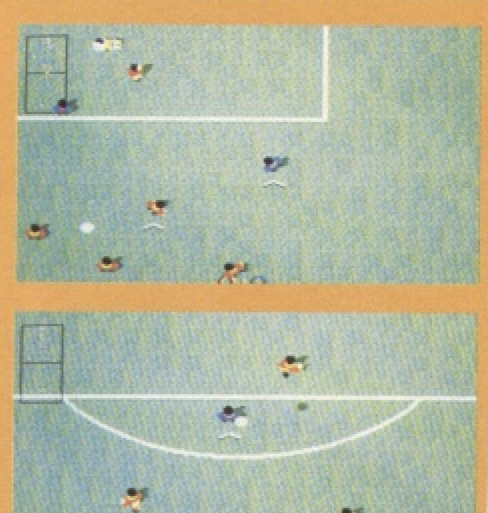
LET'S GET THE FLOCK OUT OF HERE

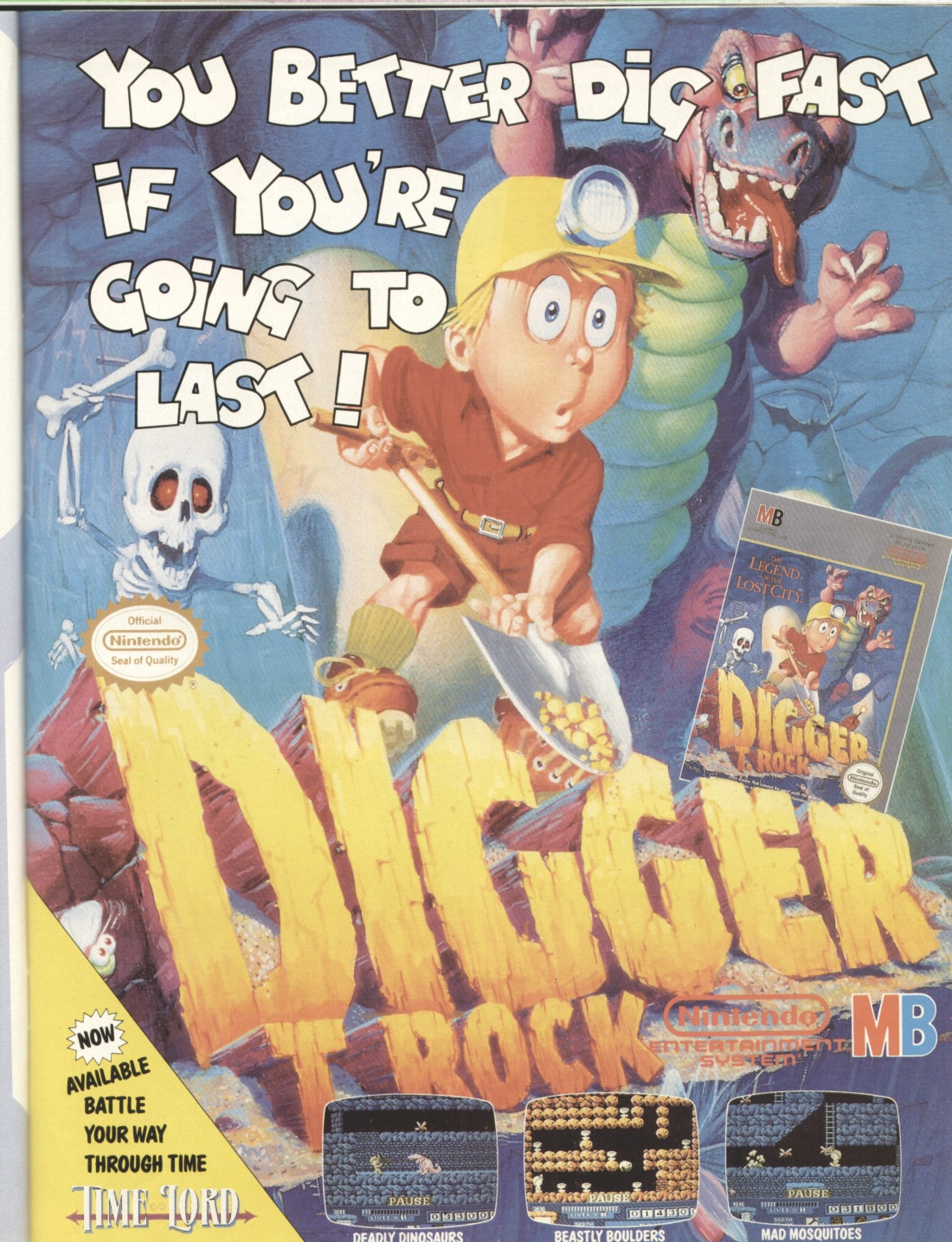
Dear Jaz,
Now that Super Kick Off is available on the Master System is there any chance of it coming on the Megadrive.

Lee Robinson, Crewe, Cheshire

JAZ: I should jolly well think so. Keep watching this space for more info.







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MAD MOSQUITOES

TIPS

Greetings! Welcome to what must rank as one of the most ginormous tips sections we've ever produced. Included in this month's line-up are some hyper-exciting specials including Fantasia and Gameboy Spider-Man tips extravaganzas! So, if you fancy getting your hands on the mega £150 software prize, keep those tips rolling in! Who knows? It may be you who claims the prize!

THE GOONIES

Mathew Sawtell from Eastry in Kent sent in this code to endow you with all the equipment necessary to complete the game. Here's the code:

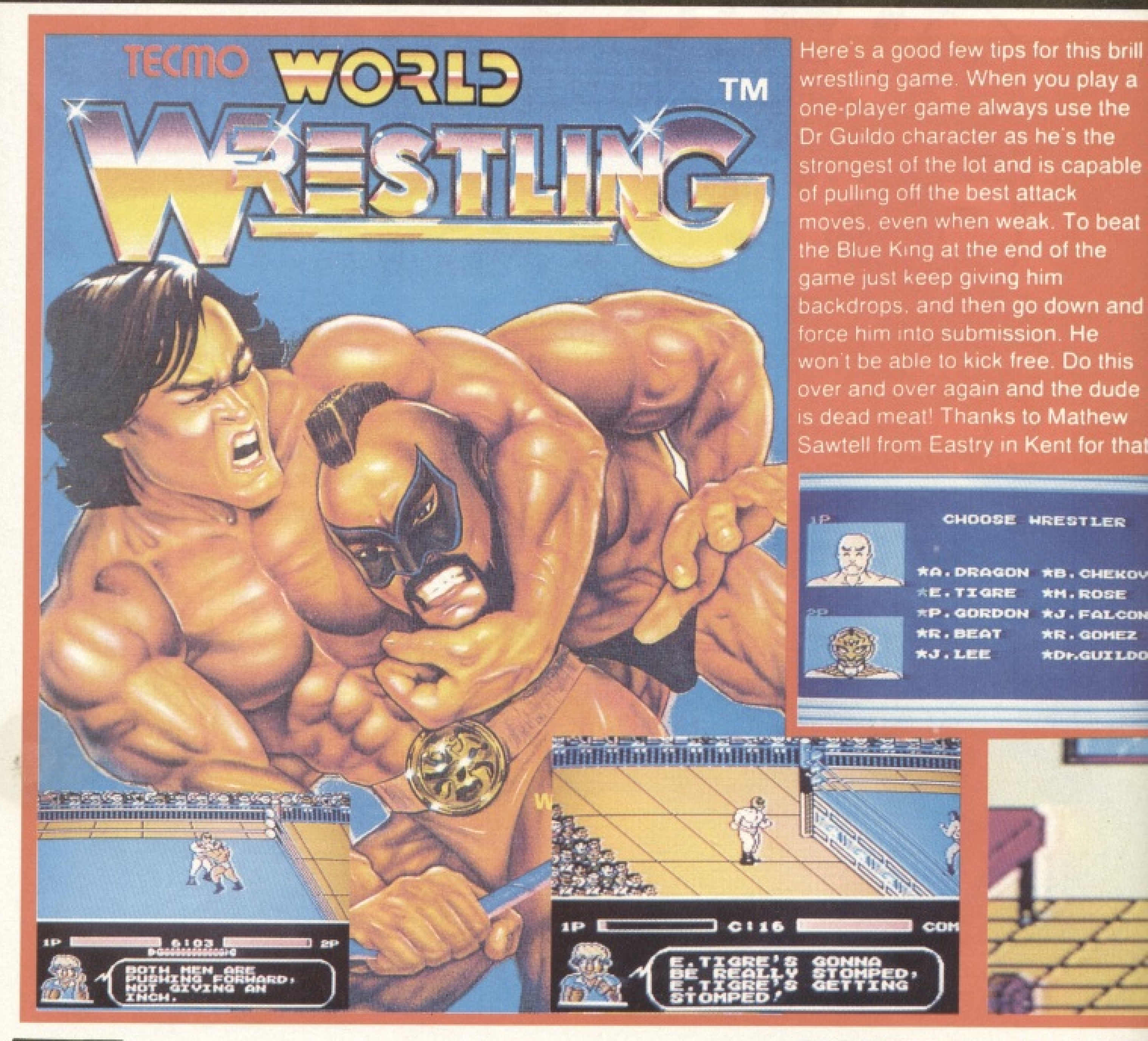
SUG NY4W T!NUU!UF

GAUNTLET 2

An unknown tipster sent in this code to get you to level 79. Use the warrior as your character and you should be ready for anything!

42C BBI HZZ



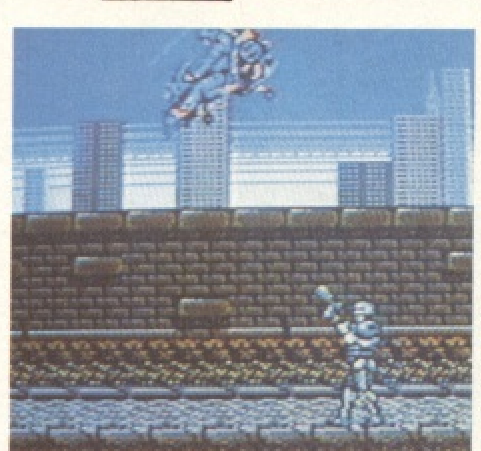


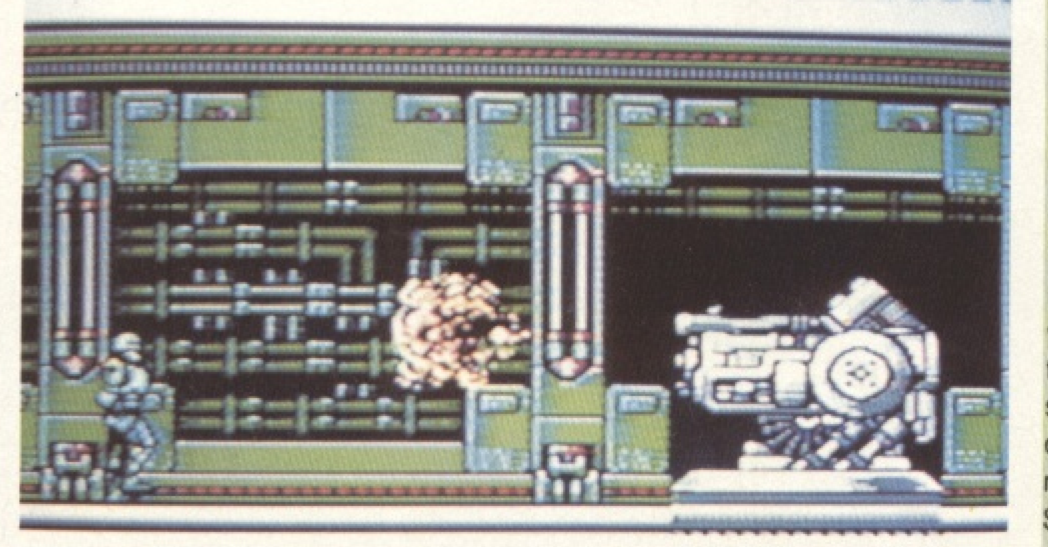
Here's a good few tips for this brill wrestling game. When you play a one-player game always use the Dr Guildo character as he's the strongest of the lot and is capable of pulling off the best attack moves, even when weak. To beat the Blue King at the end of the game just keep giving him backdrops, and then go down and force him into submission. He won't be able to kick free. Do this over and over again and the dude is dead meat! Thanks to Mathew Sawtell from Eastry in Kent for that

CHOOSE WRESTLER
*A.DRAGON *B.CHEKOV
*E.TIGRE *M.ROSE
*P.GORDON *J.FALCON
*R.BEAT *R.GOMEZ
*J.LEE *Dr.GUILDO



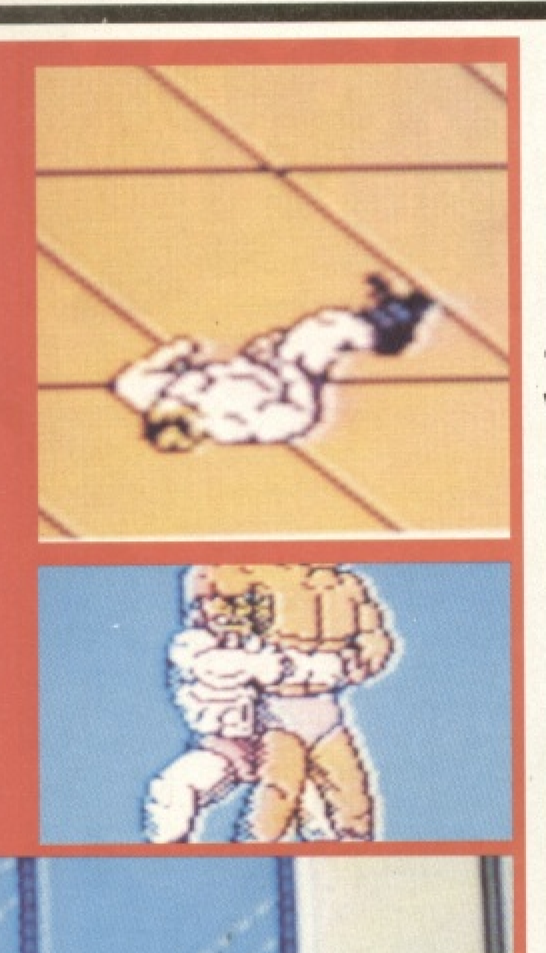
Once all your continues have been used up, you can get your grubby mitts on a whole lot more just by pressing **A, B,** and **SELECT** and **START** at the same time. Also, when you face up to ED-209 on the fourth level, you defeat him simply by shooting him with your Auto-9 when it flashes. Although it takes time, it's the best way to reduce his energy and give him a good kicking.







Steven Ellis from Manadon in Plymouth sent in this tip for one of Beam Software's saddest hours. When your sponsors want you to attempt time trials, complete the first three laps as quickly as possible and then as you cross the line to attempt the fourth lap, crash into the top wall. This should ruin your tyres so that your top speed is a mere 50mph. Remember that your car should be in contact with the wall as you cross the line. By some bizarre twist of fate you go on to the next track and get a mega-speedy time as well. Strange...



SOLAR JETMAN

"Here is a tip for Solar Jetman," writes Luke Wainwright from Deal in Kent, and indeed, here it is. On level five go right from the level mothership and then down. Take out the two destroyers stuck together. Go right and straight on and you are warped into a bonus level. Cor!





YS OF
UNDER







GRADIUS

Veteran Gradius players may have seen these tips before but if you're genuinely having trouble with this classic shooter, use these tips. Thanks again to Matthew Moorcroft.

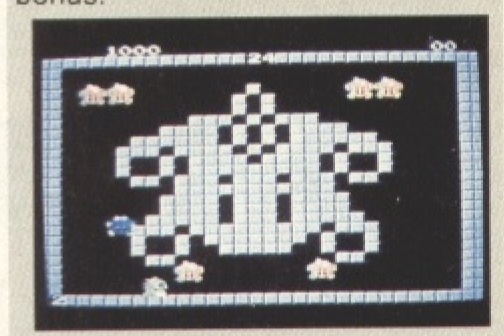
For a super-powered ship, pause the game and push **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A,** and unpause. Good eh? To obtain mega-fire lasers, collects six capsules and when the fourth digit from the right on your score reads 0, collect the seventh capsule.

To continue after you've died, when the screens reads GAME OVER push **UP, DOWN, B, A, B, A, B, A, B, A**. Now you should continue at the beginning of the last level you got to.

If you want to find the bonus lives, listen up! On level one, just past the diamond-shaped rock, carefully reverse into it for a 1-up. On level two, when you reach the stage where you blast through a wall you should notice a small cave. Again, reverse into this. On level three, the 1-up is just in front of the 37th statue!

BUBBLE BOBBLE

There can't really be that much that hasn't been said about this game, but Matthew Moorcroft could prove us wrong. In two-player mode, if you're really cunning you can steal lives from your fellow player! It's simple, just press **START** followed by **SELECT**. Also, at the end of the game, make sure you're the player who pops the last baddie, as you receive a huge 1,000,000 point bonus.





OUTRUN

We saw this tip in a Japanese mag, but couldn't get it translated. It's a good thing, therefore, that M Ellison from Worksop did all the work for us and sent in his findings.

Set the difficulty to anything higher than EASY and start the game. Don't crash into any cars or scenery AT ALL, even if your time is getting low. If you get to the second checkpoint on any route, a 'plane, airship or spaceship (all of them out of other Sega coin-ops) will appear on screen. Now you can crash, reset or play the game as much as you like. Now go back to the options menu. A new difficult setting, HYPER, appears. This is an extremely fast version of the game and allows far greater speeds to be attained, so remember to slow down at the corners!







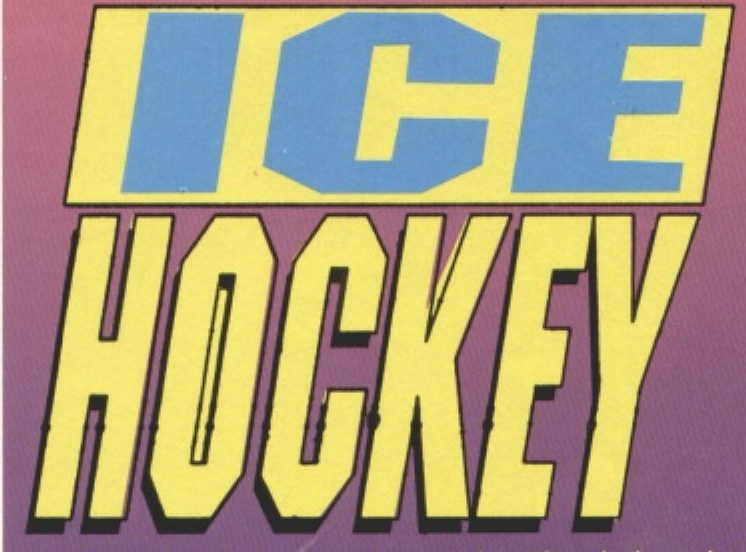
ONSLAUGHT



Christopher Tan from Chiswick sent in some cunning cheats to enable you to get even further into this Ballistic game.

Go to the options menu and choose effect three. Then press the **A**, **B**, and **C** buttons rapidly together until the words CHEAT ON appear in the bottom right of the screen.

ICE HOCKEY







No sooner has the game appeared on the shelves do we receive some mega codes for this classic sim, courtesy of someone who forgot to put their name on the code sheet - doh!

Try this for a final with the USA versus the USSR!

G77JH232FVNT4SRS

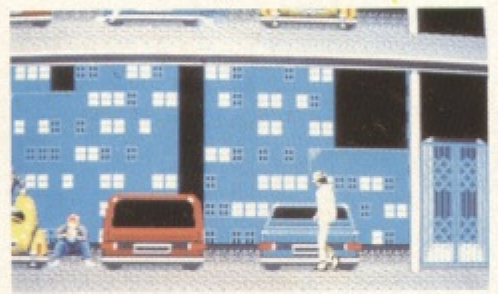
This final puts the USSR up against Iceland.

G77H502GK9VHWDPO

MOONWALKER

Oh dear. You'd need to have the games playing prowess of a retarded baboon (the thickest and ugliest monkey of them all) not to be able to complete Moonwalker. But here, for sheer novelty value is a fine level select, thanks to Paul Abraham from Shipley.

All you have to do is hold **UP, LEFT, BUTTON A** and **START** on control pad two. Press **START** on control pad one. Then in a puff of Jackson-magic, a level number should appear in the top left-hand corner of the screen. Left and right will now choose a level, but you can't choose level six. This shouldn't cause so many problems as completing level five is about as taxing as putting on a pair of socks.









GHOULS 'N' GHOSTS

Andrew Neil from Muswell Hill in London sent in loads o' lovely tips for Ghouls 'n' Ghosts.

CHESTS

The first chest should never be opened, as it releases an evil wizard. Only open the second chest with armour on, or else a nasty wizard will accost you. This will give you the coveted golden armour. The third chest always endows you with a weapon, so look out for it. The fourth chest gives you armour if you need it, or else a decent weapon.

WEAPONS

Swords are pretty rubbish as they are only good for close range combat. You can't even throw it around. However, grab the magic power-up and it's pretty good for dealing with those undead villains.

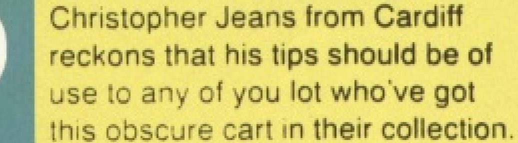
The flame brands are just completely useless and are far worse than the sword! However, the magic power-up makes blue fireballs appear and that's quite smart actually.

The axe is good because it doesn't vanish when it hits an enemy. However, you can only throw one at a time and it flies across the screen in a slight arc. The magic power-up causes an explosion that's quite short-ranged but powerful.

The lance travels straight when you throw it and is long-ranged, but not very powerful. The magic power for this weapon is pretty decent.

The discus is faster than the lance and is good if you crouch down and shoot it as it hugs the ground - decent for the hills and slopes you face in the game. The magic is the worst of all. A sheet of glass lands in front of you which enemies walk into. Not very powerful.





GHOST HOUSE

Christopher Jeans from Cardiff reckons that his tips should be of use to any of you lot who've got this obscure cart in their collection.

If you jump on the arrows 15 times, you become invulnerable for a short time. Use the time wisely! Jumping on a knife causes you to pick it up. Instead of your fist, you can now use this weapon to do over the ghostly opposition! Jumping into a light bulb causes all the baddies to freeze for a short time. This works five times a level only, so watch it. The dark windows are warps. Use these warps to get to the fifth Dracula. Press UP to enter a warp.



VIGILANTE

Danny Browne has an interesting signature. Two parallel lines sort of run through the blanks around his name. Still, I'm sure you're more concerned with the contents of his letter, which in fact detail how to find the level select in this Irem coin-op conversion. When the game is on the title screen, press **UP** and **LEFT** along with both fire buttons. You can now pick the level of your dreams!



AFTERBURNER

If you want some more continues for this completely brilliant **MEAN MACHINES MEGA GAME**, check out this tip from Ben Dragon from Guildford in Surrey. On the **GAME OVER** screen, press **LEFT, LEFT, LEFT, B, B, B, C, C, C**. Now just press **START** and you should be away (again!).



STORMLORD

Yet more Christian Whitehead malarkey, this time for the very lacking Razorsoft game.

To gain an extra man, pause the game, press **A, A, A, A, C, C, B, B, B, C, A**. You can use this any time you want.

To add extra time, pause the game and press **B, A, A, A, C, UP, UP, UP, A, A, A**.

To skip a level, press **C, B, B, B, A, A, A, A, C, C, A, A, A, A**. This will advance you a level. Keep on doing this to reach the last level.

FAERY TALE ADVENTURE



To view the end-of-game sequence, try out this code courtesy of Christian Whitehead from Tythenington in Macclesfield.

7R2KUL6RSZXSK6NHGS
SDCB720663R12H0785P

POPULOUS

ポピュラス

BY BULLFROG

I can't say that Famicom Populous is the best game ever, but if you want full power whenever you want, this is for you. At any time, press **A** then **B**. Now hold **LEFT** and press **A** and **B**. Hold down **LEFT** and **RIGHT** and press **A, B, X** in order and then **SELECT** Go to the swamp icon and press **B**. If the icon doesn't go red the cheat has worked. Cor! Thanks to Robert Egan from Newcastle.

Sim City

シムシティー

Robert Egan (or Rob "Youth" Egan, as he likes his hard mates to call him) from Newcastle sent in this tip for Imagineer's Sim City. To stop the meltdown on the Boston scenario, carry out this procedure. As soon as it starts press **LEFT, RIGHT** or **X** and move to the nuclear plant, Demolish it and build a new one and the meltdown will not occur! To build an anti-monster department your population must rise to 200,000. Summon the monster and call the doctor's light icon ten times and he'll let you build the department!

SUPER MARIO WORLD

SUPER MARIO BROS. 4

Ryan Sarll from Hitchin solves a problem that may be bugging many Mario-players around the globe. Take it away, Ryan!

To get to the two pipes and an extra level at the bottom of Koopa's cave, go to level 6-2. Now, on the second part of the level where the land is tilted, jump on the turtles' heads from one to another. On the next part of the level you find a key and a hole - secret passage ahoy!

Also, on level 3-1 (it's on the bridge overlooking the river), at about the halfway stage, fly to the end dodging the blades and swoop under the end sign to get to a new level!



GAME BOY

PARODIUS

This game is a parody of Gradius (Parody + Gradius = Parodius, geddit?), but it's still completely brilliant. Robert Koops from Holland has found a secret bonus round on level three. Underneath one of the water beds at the bottom of the screen you'll find the bonus round!

SIDE POCKET

Some very devious tricks indeed for this bizarre pool-simulating Gameboy title. Thanks to Steven Hawksworth from Halifax.

First of all, by potting the cue ball into a starred (*) pocket you place all of the balls remaining on the table by the pockets, making them incredibly easy to pot! Sadly, this trick only works if the ball has been rebounded from a cushion or another ball, so a tiny vestige of skill is required too!

The other trick is on the second level. There are nine balls on the table. Now if you hit the number nine ball when "SUPER BALL 9" is displayed in the top right-hand corner, the ball becomes super-charged. One whack sends it flying all over the table, potting balls left, right and centre.

Lastly, pot the balls in the correct numerical order for a massive bonus and a definite place in the next round!

BILL AND TED'S EXCELLENT ADVENTURE

Liam Leahy was the first person to send in the ten codes for this lacklustre Gameboy platform game. Check it out if you're having a few problems getting to the later levels.

GREECE: 555-4239
ENGLAND: 555-8942
PREHISTORIC: 555-4118
SHOPPING MALL: 555-8471
SCHOOL ROOM: 555-2989
THE ABYSS: 555-6737
PARADISE: 555-6429
SCHOOL CONCERT: 555-1881

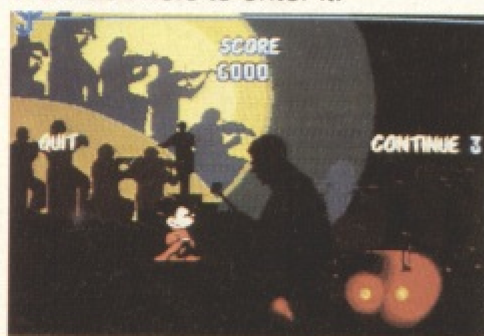


FANTASIA

Jody Andrews from Stafford sent in these tips for this very, very difficult game that turned many reviewers' faces very bright shades of red indeed. So if you're a stricken sorcerer's apprentice, take a good long look at this page o' tips!

At the beginning, kill the two mushrooms and walk right until you are standing underneath the first window. When the broomstick appears run left until you are underneath the first step. Wait until the broomstick is near then do a straight up and down bottom bounce to kill it. Four balls and two stars should appear.

On level 1-2, use small jumps to land on water leaves without making a splash. Whirlpools can be bottom bounced. The first fairy takes you underwater (Japanese Fantasia owners: to swim hold down the jump button). On level 1-3, near the end in the middle of the screen is a secret room. Touch the black hole to enter it.



On level 2, the first egg causes a pterodactyl and a spell book to appear. One fairy on this level really helps. It's hidden behind a tree just before a living plant. You can't really miss it. Also you should be able to clock up a score over 50,000 points!

There isn't much in the way of tips to help you through level three. Just touch the fairy at the top of the level, unless you want a spot of bother getting out of rooms that other fairies take you to.



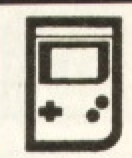




Bubbles cause some problems if you get caught in them. There are three ways to escape them. First, just use a large magic spell. The second method is to run into another bubble. The third method involves running into an enemy (but not its projectiles).

Level four is very tough. Be careful of the bridges as they tend to fall straight away, taking Mr Mouse with them. Jump around to locate secret platforms as there's no rush to complete the level.


NOW THE POWER TO FIGHT BACK...
NEW!
BECOME
INVINCIBLE!!
ACTION





STAN LEE PRESENTS

SPIDER-MAN®

Spider-Man has been riding high in the Gameboy charts ever since its release. Now, thanks to Nick Callaghan from Manchester, you should have all the necessary know-how to do over all of the end-of-level super villains this game presents!

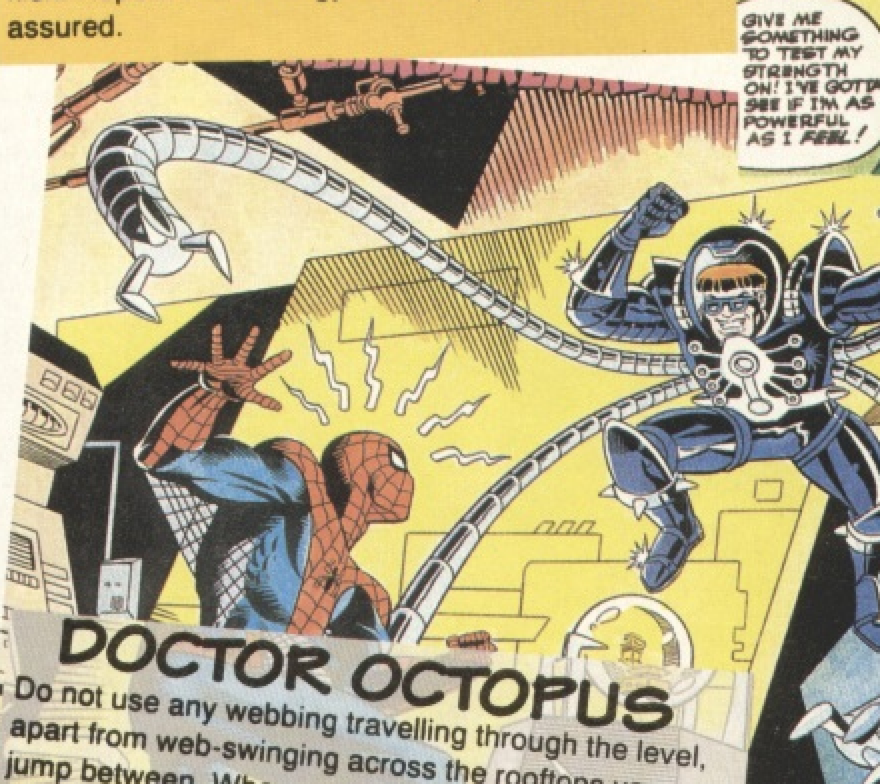
HOBGOBLIN

Take Spidey as far right as possible and remain facing right. As Hobgoblin descends towards Spider-Man throwing bombs, walk over to the end of the ledge and do a crouch kick. Repeat this to defeat Hobgoblin.



SCORPION

Dodge Scorpion when he drops down at Spidey, and get close to him (just out of Scorpion's tail range). Wait until he has swung his tail and jumped towards Spider-Man. As he is in mid-air, deck him with a flying kick. Repeat this strategy and Scorpion's defeat is assured.



DOCTOR OCTOPUS

Do not use any webbing travelling through the level, apart from web-swinging across the rooftops you can't jump between. When you reach Doc Ock, go to the top ledge. Dr Octopus will follow you along the bottom. As soon as he reaches the end of his ledge, jump down to the left, shoot him twice with some webbing and jump back up. Keep repeating this. It's a slow process, but it works!







RHINO

Walk to the third plank from the left in the fence and as Rhino comes, jump straight up, hitting him twice on your descent. Run left leaving some space and repeat this procedure to do away with the oversized assassin.



VENOM

Go to the left of the play area, giving Spidey's arch-nemesis room to jump at you without hurting you. Crouch down to avoid his webbing and kick. Repeat this many times and Spider-Man finally rescues his wife, Mary Jane Parker. Hurrah!

ROAD

Check out this completely fantastic Road Rash player's guide, compiled by Rich after literally hours of Road Rash fun 'n' frolics. So if you've been busted just one time too many, check this out. Maybe you may reach level five and take on the *real* Road Rash masters!

COPS ON YOUR TAIL

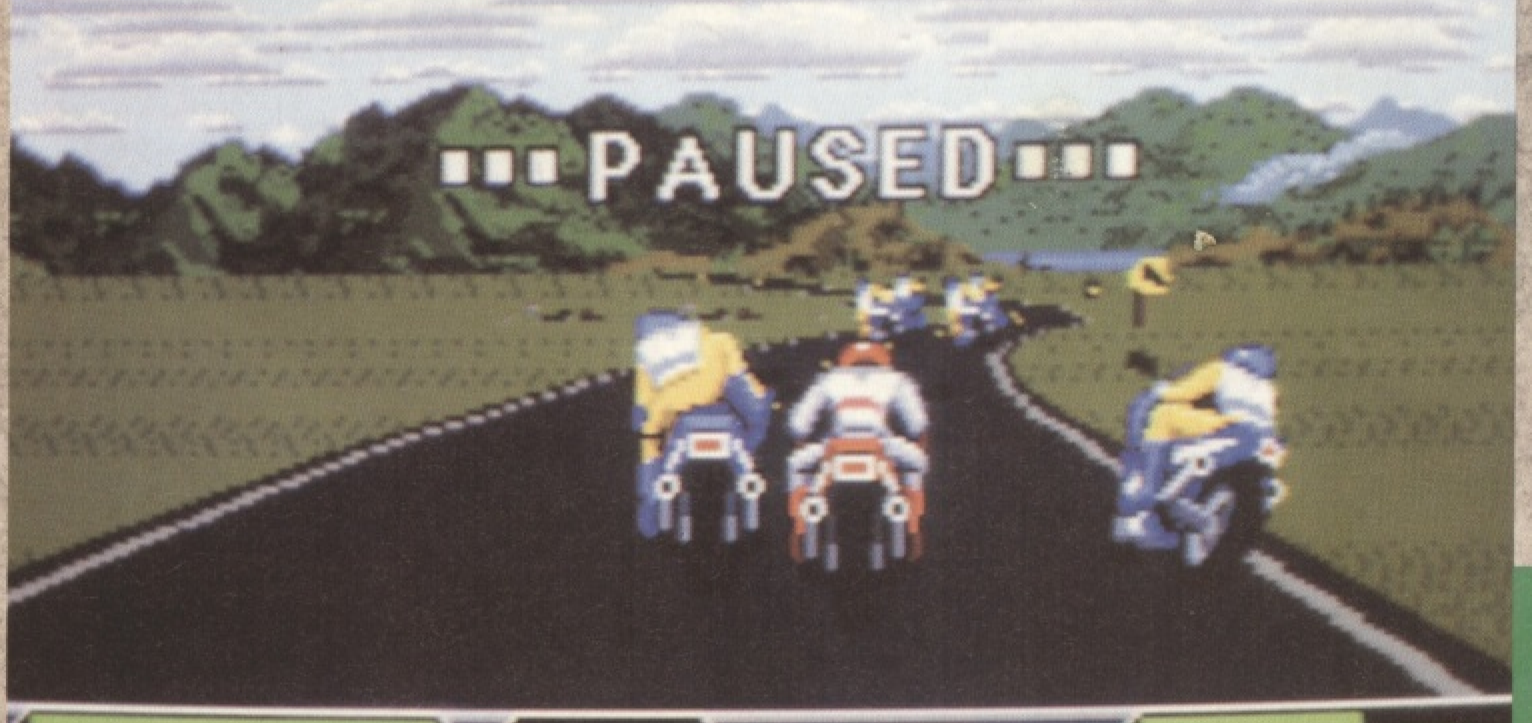


Thankfully, the police in Road Rash are relatively brain dead. They don't barge you off the road at all, and only bust you if you slow to a halt or fall off your bike. Another tip: the police don't actually reverse, so if you fall off the bike and the cops stop a few hundred yards up the road, you're still perfectly safe to run up to your bike and get going again! Remember though, even if you have a club, it's seemingly impossible to cause bodily damage to a police officer.





BRAKING ANTICS





Taking your bike up to full throttle and burning the road up is your ideal objective. However, don't be afraid to use the brakes. Some corners are just too tight to handle at speed, and you just shoot off the side. At top speed, your bike is far more difficult to control, which can be a very bad thing. For example, if you're taking a corner and a car is heading your way, slowing down gives your bike the manoeuvrability it needs to get out of the way.

IN THE CLUB

Possession of a club is essential for taking out rival bikers, especially on the later levels. On the first two stages, watch out for Viper and Biff - both carry clubs. After level three, just about every participant in Road Rash carries a club. Collecting one of these items is very simple. Just ride up alongside a club-wielder and wait for him to produce his weapon. Now just press the C button and the club is yours - hurrah!





RASH



CASH IN HAND

Here's a way to keep your money levels running high. Participate in every race, and come fifth or worse in one of them. The game does not proceed to the next level until you've come fourth or better in all five races. Now just keep on coming first (or as near to it as possible) in all the other races, only attempting the remaining stage when you feel like progressing to the next level. The prize money from each race just keeps on rolling in. This is great for amassing money for new bikes.

ROAD OBSTACLES

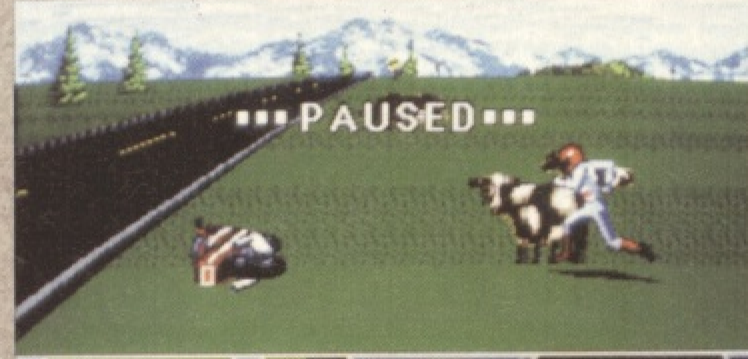
Some obstacles cause your rider to dismount rather violently, while others act as ramps to send you flying into the air. The way to discern between such objects is by their height. Low items cause you to jump. High items cause you pain! Look out for low obstacles on the side of the road - sometimes, using this, you can jump entire corners of the Road Rash circuit!

THE RIGHT SIDE OF THE ROAD



When travelling on a straight road, remain in the centre. This means that cars shoot by either side of you - on the first couple of levels. Later on, the cars get a bit more unpredictable and sometimes stray to the centre of the road. On these later levels, its best to stick to the right-hand side of the road. This is because cars travelling in the same direction as you approach far slower than cars travelling towards you, thus giving you more time to get out of the way.

RUNNING FOR YOUR LIFE





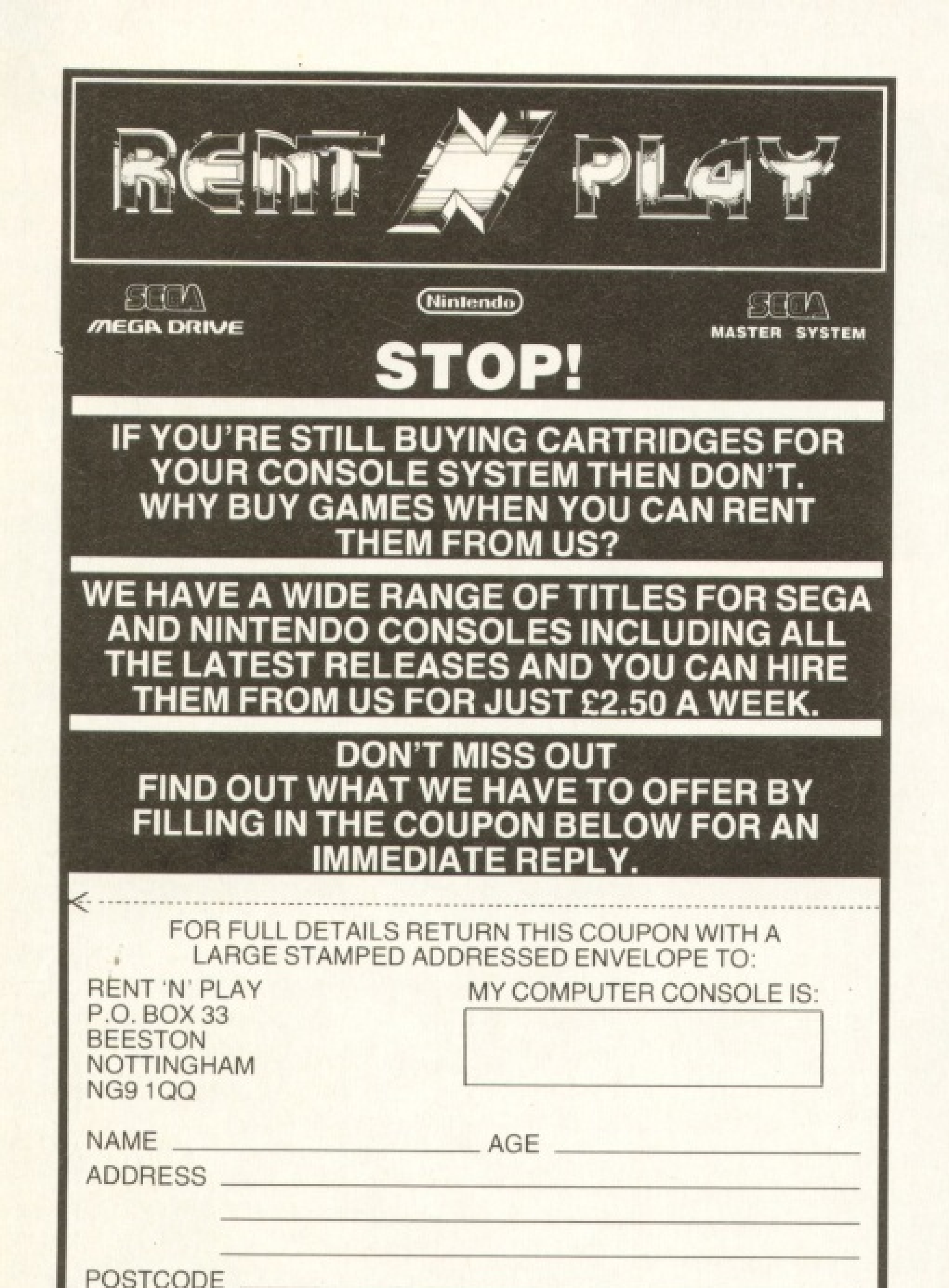
After being thrown off your bike, you have to guide your rider back to his motorised steed. Well, you don't actually. Leaving the joypad alone causes your man to make his own way back to his bike. Before you do that though, move him off the road. Getting hit by other riders and cars is *very* painful...



BUYING BIKES



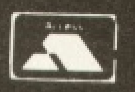
Buying a new motorcycle is heavily reliant on your credit limit - which rises after you've progressed to a new level. Use the method for gaining loadsamoney from each level (see the CASH IN HAND box) and choose your next bike. ALWAYS buy a new bike before going on to the next level. Fail to do so and the other riders simply out-class you in the raw power stakes. Always try to upgrade to the most powerful bike in your price range.



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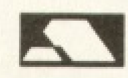
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MASTER SYSTEM REVIEW

It's the game that made a small software house called Anco an overnight sensation! It's the game that has been hailed as the greatest sports simulation of all time! It's the game that's just popped up at the MEAN MACHINES offices and promises to be one of the best Master System games devised! It's Kick Off, of course, and it's ready to kick some Master System ass!

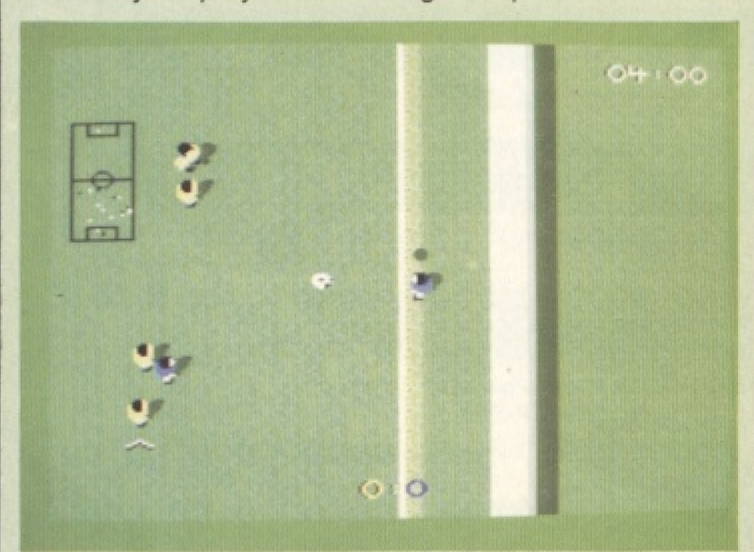
As the name and the screenshots suggest, Kick Off is a football game - but it's not just any football game. Owing to a completely brilliant method of ball control it's the most realistic soccer sim ever devised. In normal soccer games, the ball "sticks" to the foot of the player in possession, but with Super Kick Off, the ball has to be successfully manipulated by dribbling, trapping and shooting - just like real life.

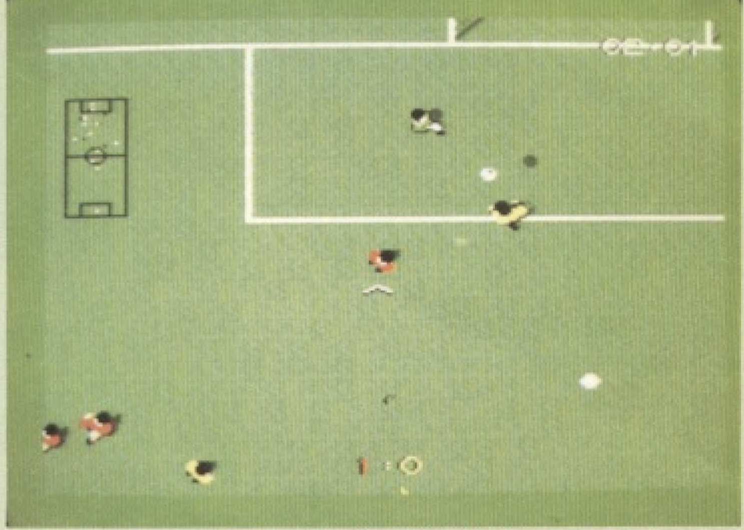
Just about every single rule of soccer has been programmed into Super Kick Off - with the exception of off-sides (according to the original programmers, it slowed up the action). Everything else is included - even fouls, penalties and sendings-off!



COME ON, REF!

Super Kick Off has many referees included, and each perceives the game in a different way. For example, some of the refs are very short-sighted, resulting in many dodgy decisions - which the cunning player can soon turn to his advantage! However, some of the other referees are eagle-eyed fascists - guaranteed to send off your players at the slightest provocation!





GET YOUR KIT OFF

If you're not very pleased with the kit your team is assigned in Super Kick Off, check out this very natty kit design option, which lets you change your shirt colour.



BREAKING WIND

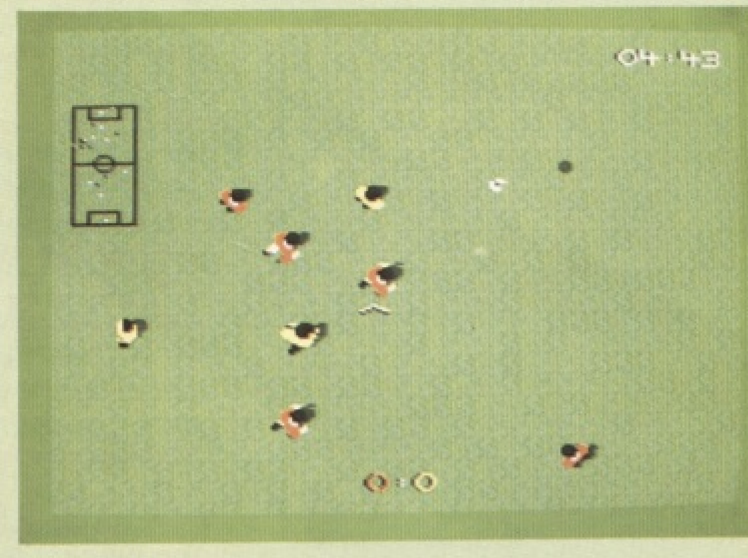
Should you so desire, wind can be added to any game of Super Kick Off. Wind changes the trajectory of the ball when it's in the air (or on the ground if it's a real hurricane!). Using the option screen it's possible to change how powerful the wind is, from a slight breeze to a force ten gale!

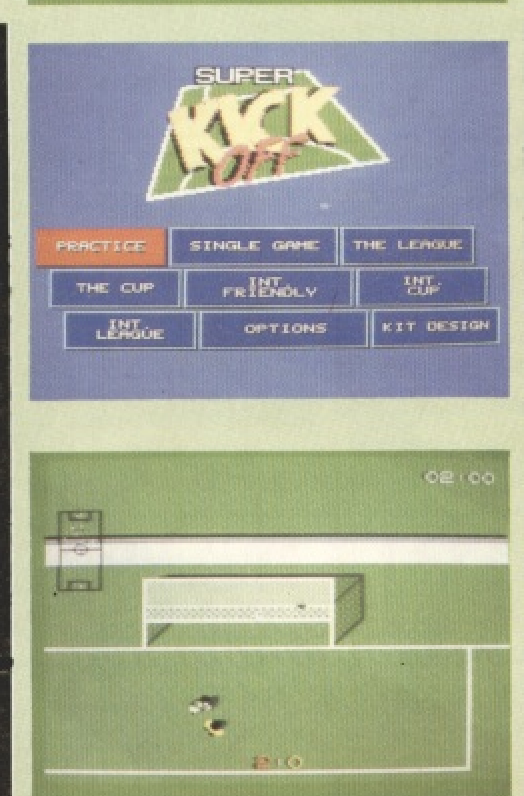
MEGA GAME













PITCH ACTION

Four different pitch surfaces are available in Super Kick Off. The NORMAL surface acts just like normal, dry grass. WET makes for wetter grass and a slower ball. SOGGY is the slowest option of all, and also makes the players more likely to slip over and injure themselves. SYNTHETIC is the option to go for super-speedy bouncy ball action.



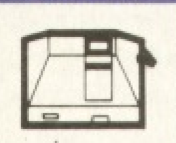
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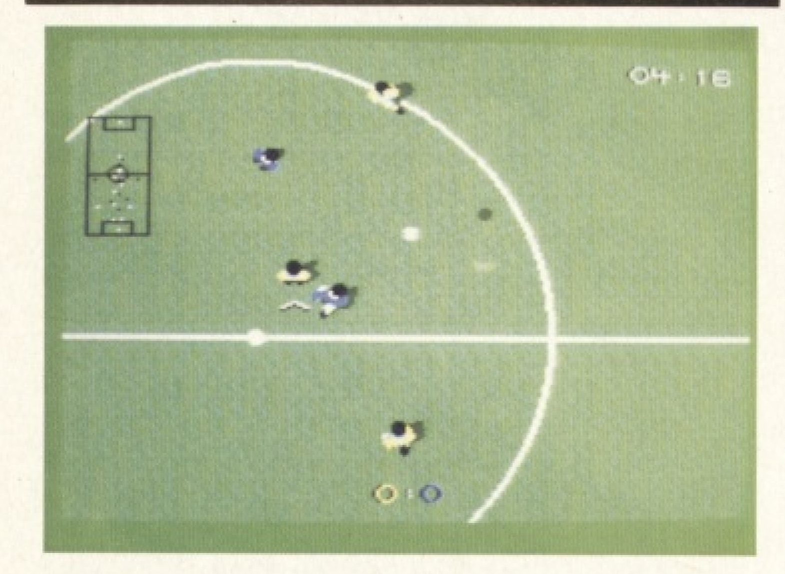


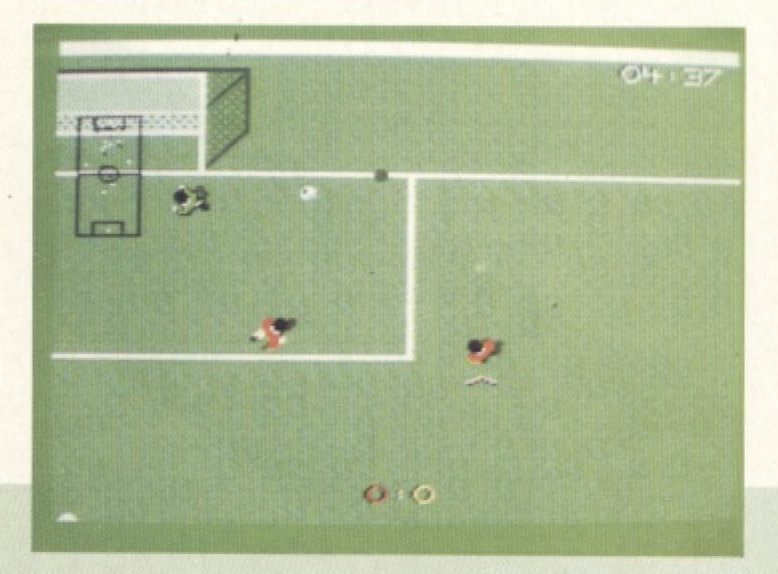
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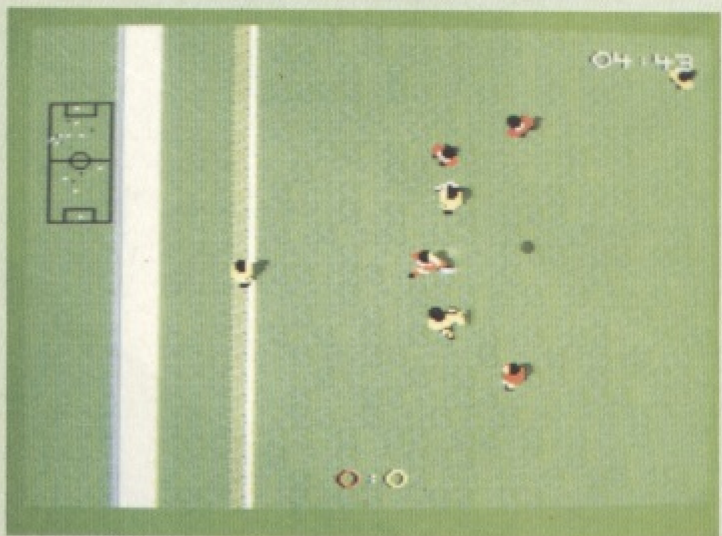
The world's finest soccer game finally arrives on the Master System... and it's utterly, utterly superb. It's got exactly the same graphics, gameplay and game logic that made the Amiga version one of the greatest games ever written. The controls are superb, although those new to Kick Off might find them a bit strange at first because the ball doesn't stick to your feet like in other football games. Instead you "run" with the ball. It might sound weird, but believe me, once you master it you won't believe the moves you can get your players to pull off! The computer logic is simply brilliant, with your team seeming to read your mind! When you pass there's always another player running onto the ball, keeping play going and making it possible to string together complex, sweeping moves! The computer teams are very intelligent, and it takes an awful lot of practice before you can consistently beat them! And even if you do get completely brilliant at the game, there are an amazing amount of gameplay options, two different two-player modes (two players on the same team or two players head-to-head), two different leagues and a cup competition to keep your interest alive and kicking. The only thing that's disappointing about this game is the sound - the title screen has one of the crappiest, most repetitive and irritating pieces of "music" ever heard in the history of video gaming. It's absolutely dire, and the people responsible should have their ears syringed. Other than that, Super Kick Off is a truly outstanding game, offering gameplay, challenge and lasting appeal unmatched by any other Master System game. Under no circumstances should you miss it.

MASTER SYSTEM REVIEW







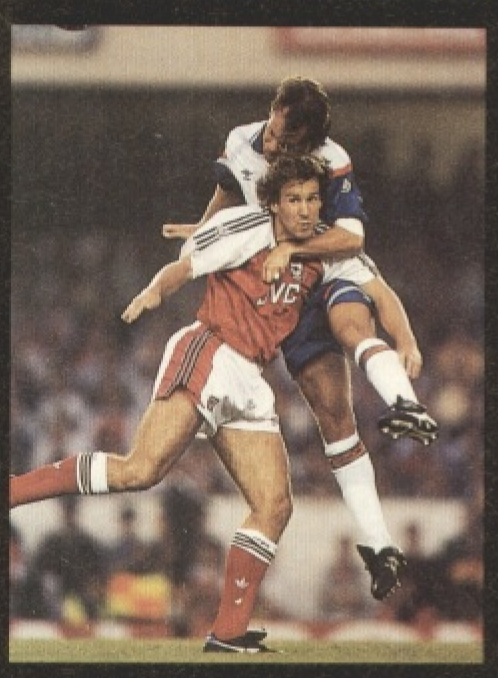


COMMENT

RICH

I saw an early demo of this about four months ago. Then, it had the graphic look of the Amiga version but the playability wasn't quite right. Now, after exhaustive play-testing, the Sega version is ready and it's almost as mega as the original 16-bit game! It's just so good to play - the ball control is perfect and the way the computer decides which players to select for action when the ball heads their way is superb. With one and two-player options, a great kit design option and plenty of different pitches and referees, this scores incredibly highly on the presentation side too. The only thing that detracts from Super Kick Off is the sound. Adequate comment on this shambling aspect has been passed in a special box separate to this comment. As a conversion of the best soccer game ever, Super Kick Off delivers in just about every way possible and this game is probably the best £29.99 you'll ever spend on a Sega cart.

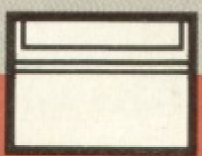






BY: US GOLD
PRICE: £29.99
RELEASE DATE: DECEMBER
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 4
RESPONSIVENESS: GREAT







PRESENTATION 97%
Every option you could hope for on the most dynamic options screen yet devised on a console game!

GRAPHICS 83%
Perfectly adequate scrolling, finely detailed sprites and a very good pitch convey the action perfectly.

SOUND 10%
Ten percent for the whistle noise, ten percent for the ball effect - and minus ten percent for the very sad "music".

PLAYABILITY 96%
The unusual controls take a bit of getting used to, but once mastered you're addicted for good!

LASTABILITY 95%
The game's just so good to play and has so many options to tweak, you'll be at this for years - literally!

OVERALL 96%
A totally amazing soccer game - and one of the best games ever for the Master System!

TONE-DEAF TORTURE

Super Kick Off has some of the crappiest title screen music ever to issue forth from the Master System's inept sound chip - yes, that bad. We're talking about a shambling, twee, out-of-tune, crappy, sad debacle that will have your ear-drums convulsing with terror. We're talking about a forlorn, booming cacophony of notes strung together so badly you could be foaming at the mouth after prolonged exposure. This, and this alone accounts for the lowest sound rating yet given to any game in MEAN MACHINES. As it is, a crowd sound would have been better than the "music" on offer here. Just thank God it doesn't continue during the game!

CONSOLE CONCEPTS

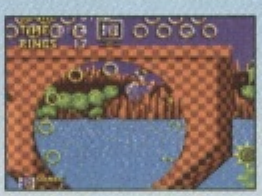
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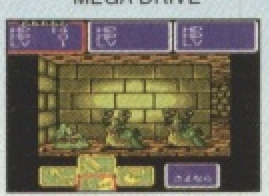
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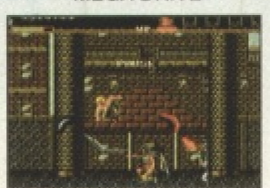
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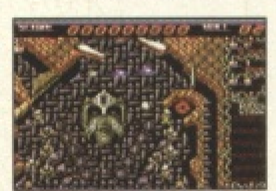
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MEGA DRIVE



SHINING AND DARKNESS
MEGA DRIVE



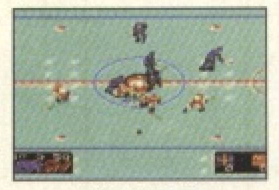
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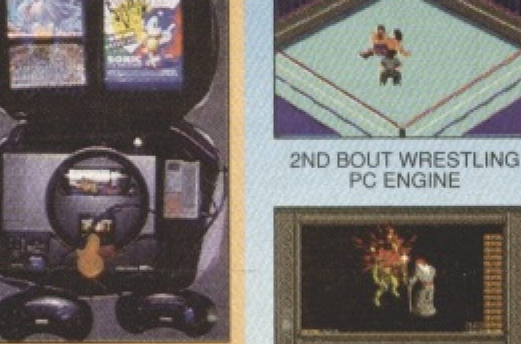
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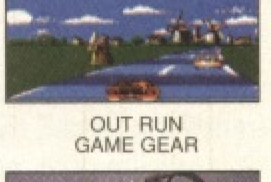
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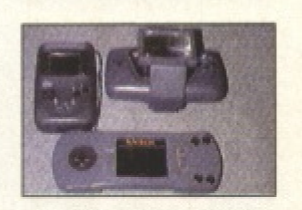


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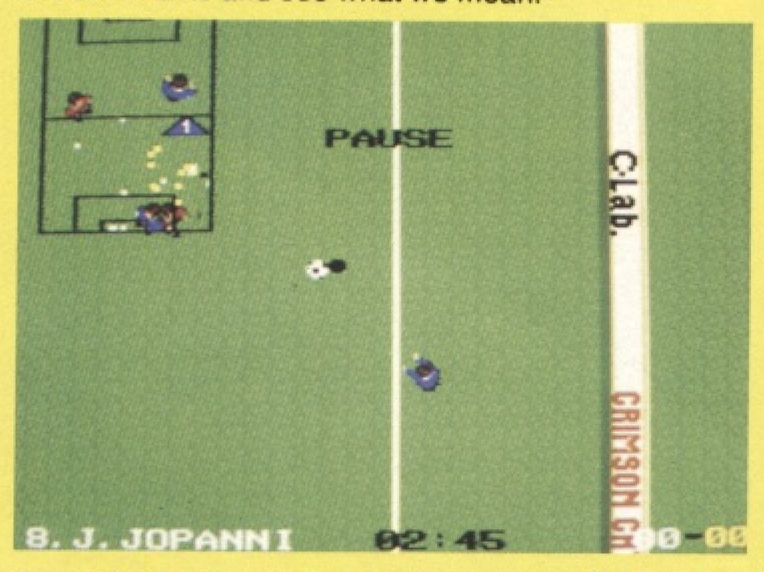
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FAMICOM REVIEW

The Super Famicom version of Kick Off, named Pro Soccer for the Japanese market, is basically identical to the Master System version in terms of presentation and the way the game works. There's the odd bit of Japanese text when you pick a team, but it's not vital to understand it. It incorporates similar graphics and, at a glance, looks very much like the original game. However, when you come to play it, there are marked differences between this and the original computer and Master System versions - read the comments and see what we mean.





SHOOTING EVERYWHERE

Penalties in Pro Soccer are played differently to normal shots at goal. When the player is ready to take the penalty, a small arrow appears. This acts as a shooting target, moving backwards and forwards across the goal mouth. This way, it's possible to put the ball just out of the keeper's range. However, should the player shoot at the wrong moment, the ball flies hopelessly wide.

COMMENT



RAD

I'm a big fan of Kick Off, so I was really looking forward to this. But it looks as though my anticipation was wasted. Pro Soccer is a sad sham of a game. The big downfall is the unconvincing collision detection and dodgy control method. At certain points during the game, the ball actually passed through my player, and at others, the ball spanged off in the opposite direction to the one in which it should have gone! Needless to say, this made passing and shooting a real hit-or-miss affair, and resulted in me getting bored very quickly. After what US Gold have done with Kick Off on the Master System, Imagineer should feel ashamed. The MS version even has better graphics! If you really need a sports sim on your Famicom, get Super Tennis and wait around for a better footy game, this one's very poor.







THEY THINK IT'S ALL OVER



Imagineer are no strangers to the Famicom, and have already released Populous and Sim City to very high critical acclaim. Let's hope that the rather poor quality of this game is merely a one-off, and their next project, Powermonger, another God-style game in the mould of Populous, brings a return to their previous level of excellence.

THANKS TO...

Thanks to Advanced Console Entertainment for supplying us with a review copy of this game. If you want more information about the game, call them on 071 383 0480.

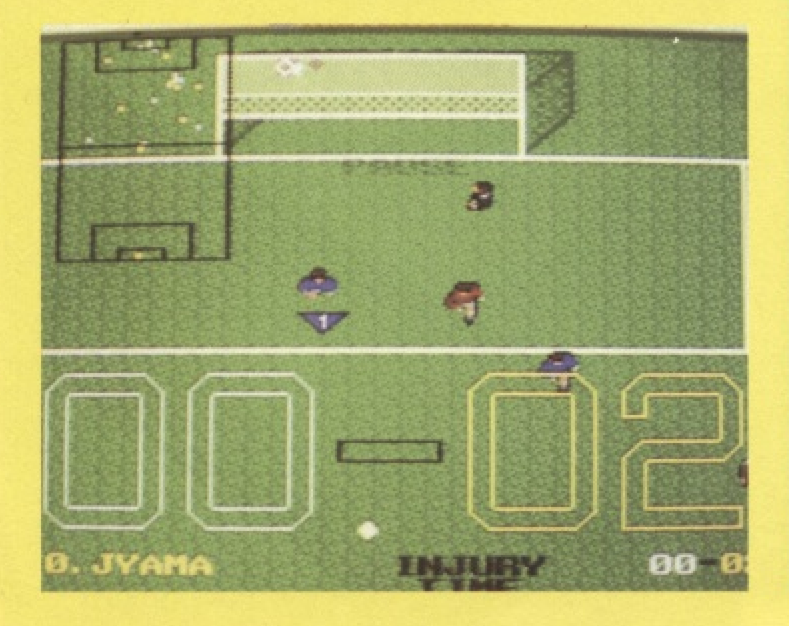
▼ *Only 26 seconds left but it looks like the number three, Movarch, is about to clinch victory for his team! Hoorah!*



MAKE SOME SPACE

If you've never played Kick Off before, it's a good idea to take advantage of the Famicom practice options. These allow you to either practice your passing, tactics and skills, or your penalties. If you want to practice against some competition, you have to play a match.

OPTIONS	
PITCH	NORMAL
DURATION	3 X 2
WIND	OFF
DRAW	NO
AFTER TOUCH	NO
GAME LEVEL	NORMAL
BEST 8	OK
BGM SELECT	1
BGM SWITCH	ON
BGM MODE	STEREO
PAD MODE	NORMAL







COMMENT



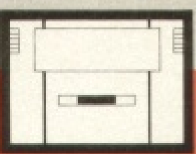
JULIAN

The world's finest soccer game finally arrives on the Super Famicom... and it's an utter disappointment. For a start, the graphics are very poor - the Master System version is miles better! Not only are they not particularly well drawn, the sprites are flickery and the scrolling is jerky - a travesty when you consider the Super Famicom's custom hardware. The sound is also dire. An appallingly inept "tune" plays throughout the game and does nothing but annoy - what a waste of the Super Famicom's excellent sound chip! All this could be forgiven if the gameplay was up to scratch, but unfortunately it's not. The logic and playability that make the 16-bit computer and Master System versions so brilliant have been lost in the translation to Super Famicom, and as a result it's completely lost its sparkle and addiction. Apart from the control method being poor, the collision detection is dodgy, the after touch doesn't work properly and the player select system isn't very good. Kick Off fans will most certainly be very, very disappointed, and even those who've not had the pleasure of playing the original versions will find this a strictly average soccer game



BY: IMAGINEER
PRICE: £45.00
RELEASE DATE: NOW
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 4
RESPONSIVENESS: POOR







PRESENTATION 80%

Lots of competitions and options to tweak.

GRAPHICS 52%

Poorly-drawn, flickery sprites, below-average animation and jerky scrolling.

SOUND 41%

Inappropriate tunes and naff effects make this sound awful.

PLAYABILITY 59%

Very speedy, but let down by unconvincing ball movement, dodgy collision and poor game logic.

LASTABILITY 43%

It doesn't take long for all the game's niggles and annoyances to take their toll...

OVERALL 55%

A sad day for soccer fans. A very poor version of Kick Off devoid of the fun and playability that make the original versions so great.

HAND-HELDS REVIEW

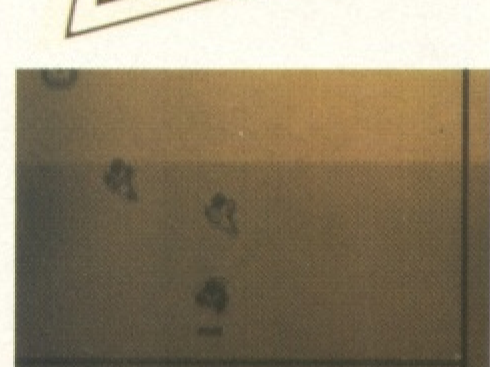


Following on from our exclusive review of the Sega Master System version of Kick Off, we're proud to give you the low-down on two more versions of this brill soccer game. So, if the idea of hand-held Kick Off is enough to have you drooling copiously over the floor, check this out!

GAMEBOY

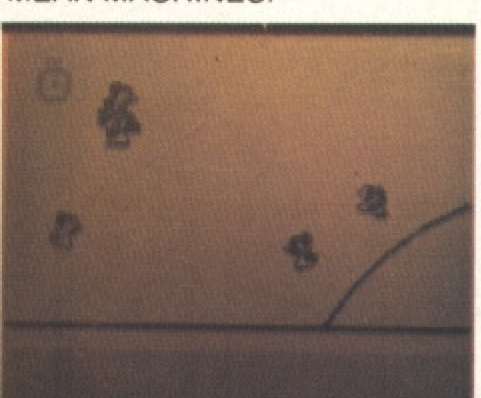
The award-winning Kick Off is also scheduled to make an appearance on Nintendo's handheld wonder. From what we've had to look at so far, this version isn't as good as the Game Gear version in terms of presentation or graphics, but it's still got that brilliant Kick Off playability that made the original the classic it was.

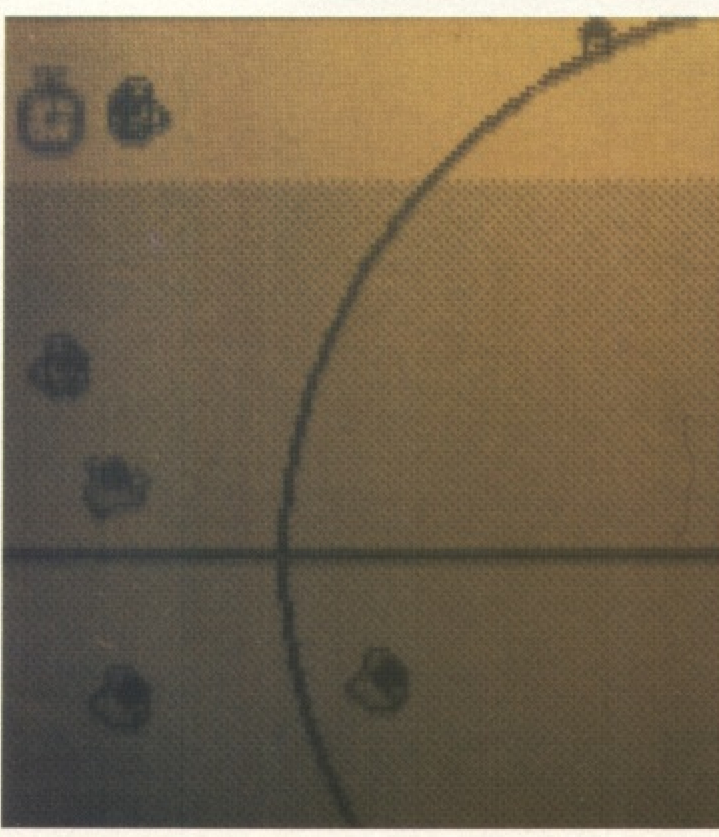
It's early days yet, but as you can see from the screenshots, the programmers have done a decent job in cramming a whole soccer pitch (scrolling smoothly in all eight directions) onto the Gameboy's miniature screen. The only noticeable omission at the moment is the essential Kick Off scanner which monitors the position of all of the players. Still, there's still plenty of programming time remaining and the possibility of incorporating the scanner hasn't been ruled out. This version also has link-up capabilities, enabling two players to kick off against one another for some two-player antics and goal-related action. Considering the Gameboy's limitations, Kick Off looks like being a real winner and should hopefully go down a storm when it's released early next year. However, all going well, the game should be complete as you read this, which could lead Nintendo to rush release it for the Christmas market. Provided the game is finished, we should be reviewing the finished product in time for next month's bonanza double-size issue of MEAN MACHINES!

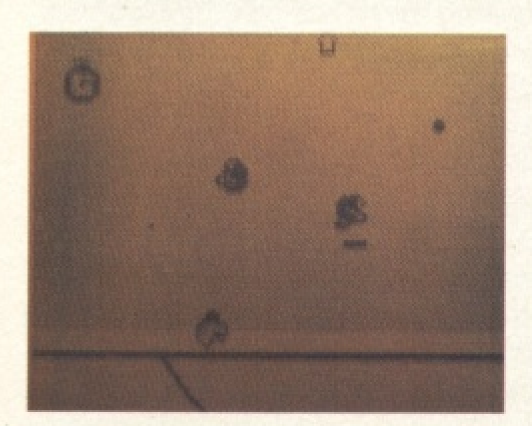












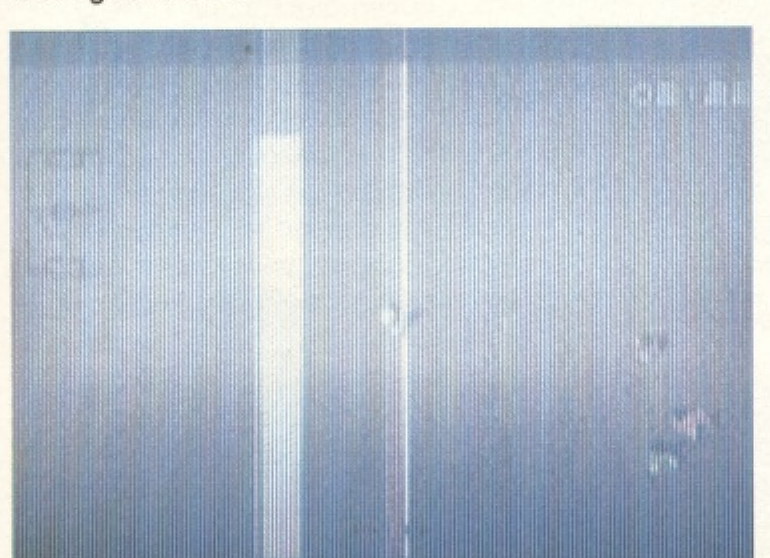
GAME GEAR

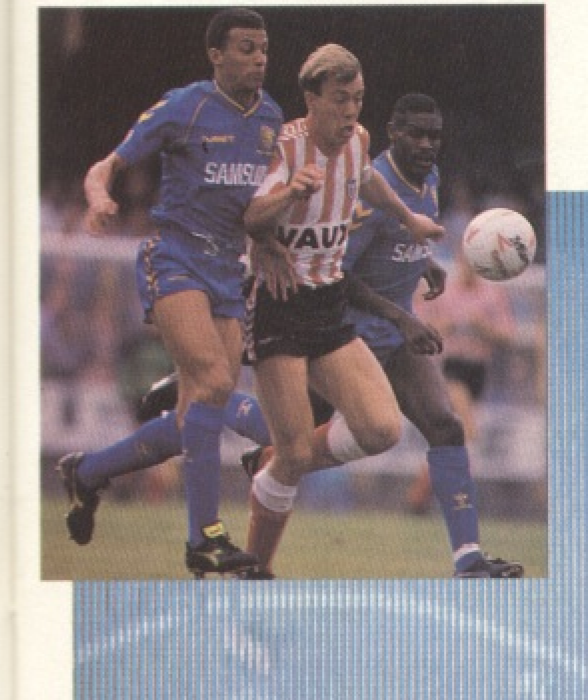
The greatest soccer game ever is scheduled to hit the Game Gear and it looks like being one of the best versions so far! Utilising much the same code as the Sega Master System version, this game promises to have all the features and game logic of the original Amiga version of Kick Off 2 (check out the Master System review on page 48 for a more in-depth look). As you can see from the early pre-production Game Gear screenshots, the graphics are very faithful to the Amiga version, but perhaps the game's greatest asset is the speed - Game Gear Super Kick Off actually runs *faster* than the home Master System version! This is due to the fact that the Game Gear's internal circuitry is programmed to emulate a Japanese Master System - which runs about 17% faster than a British one!
No release date has been set yet for the release of this potentially classic sports simulation, but from what we've seen so far it looks like being the best Game Gear game *ever*!







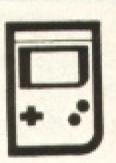




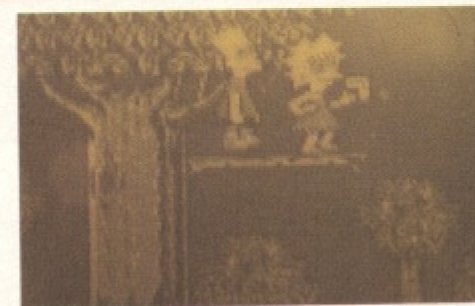
NINTENDO

Currently being developed for a planned pre-Christmas launch is Nintendo Kick Off. It's early days at the moment as far as the gameplay goes, but from what we've seen the scrolling is fast and smooth and the sprites are very similar to the original machine. Here's an early screenshot of the game - we'll bring you a full report as soon as possible.




THE SIMPSONS



Oh no! After one rosy-cheeked caper too many, Bart Simpson has been mercilessly deported to the notorious summer camp, Camp Deadly. Here, young ruffians are mercilessly slapped about in order to teach them some discipline. Thanks to the efforts of Principle Skinner, Bart has been singled out for "special treatment" courtesy of the evil, sadistic Miss "Iron Fist" Burns (a relative of Homer's nuclear power plant boss)!

However, Bart has other ideas, and with a little help from Lisa, plans a daring breakout from the terrors of Camp Deadly. Unfortunately, the only way to stage this breakout is to participate in some of the camp's competitive challenges, and in this game it's Bart Simpson versus everyone else!

Bart's first mission is to win the Flag Capture race. Here, with only his trusty boomerangs for help, Bart runs along the horizontally scrolling landscape collecting special flags. Once all of these are his, Bart moves on to the next, even more treacherous level, where "Iron Fist" Burns has yet more tricks up her capacious sleeves - all of them potentially deadly to young Bart Simpson!



COMMENT

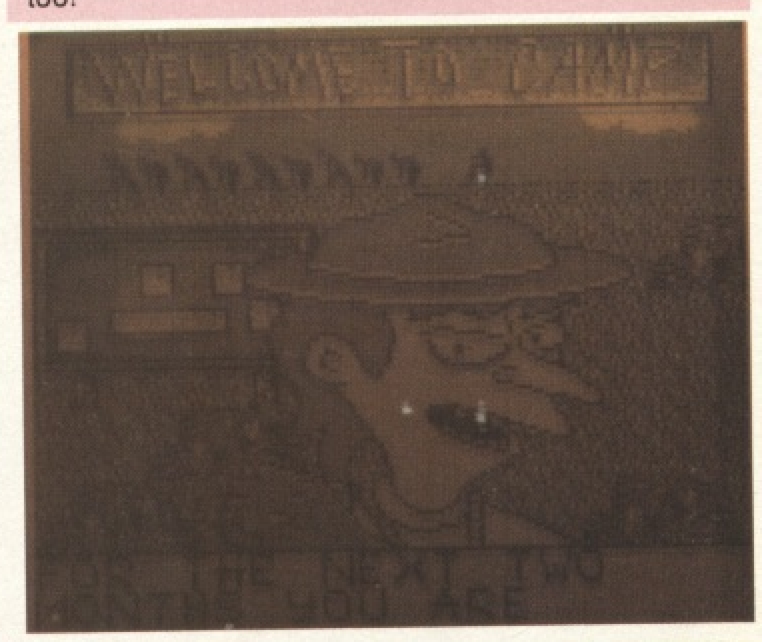


Great graphics, great sound, great playability - great game! There's plenty of variety and challenge, and some humorous touches that'll make you chuckle. Highly recommended.

JULIAN

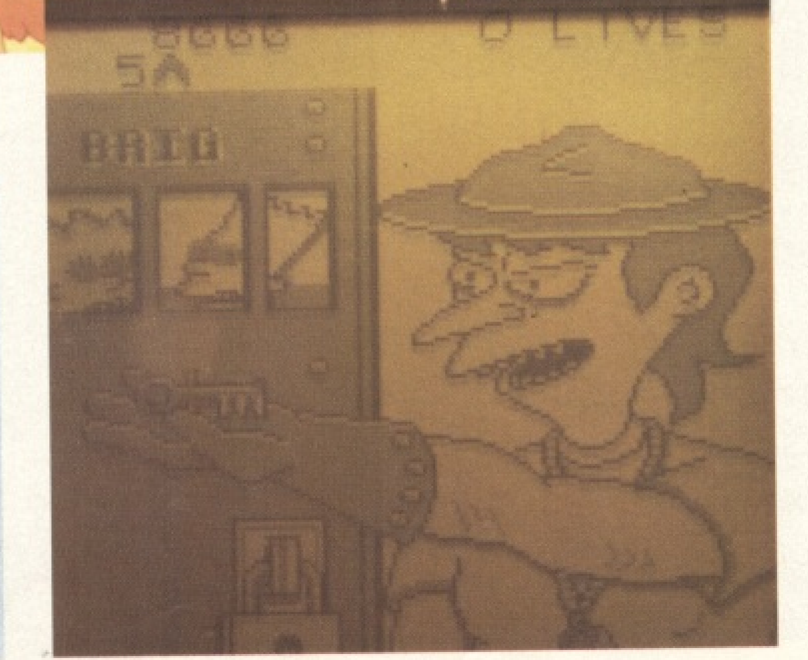
AYE CARUMBA!

The Simpsons is the second Gameboy title to incorporate sampled speech! Should Bart get hit by another kid, he greets the situation with "Aye Carumba!". However, even in death he is defiant with "Eat my shorts!". Just so you don't miss this sampled extravaganza, there's subtitles at the top of the screen too!







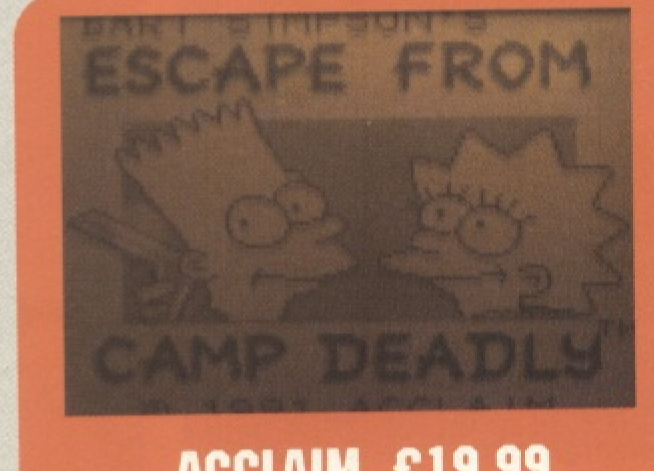


COMMENT



The Simpsons is a brilliant Gameboy game, with excellent graphics and decent sound. It's really addictive too, and the urge to see the next level is very strong. A real winner from Acclaim!

RICH



ACCLAIM £19.99

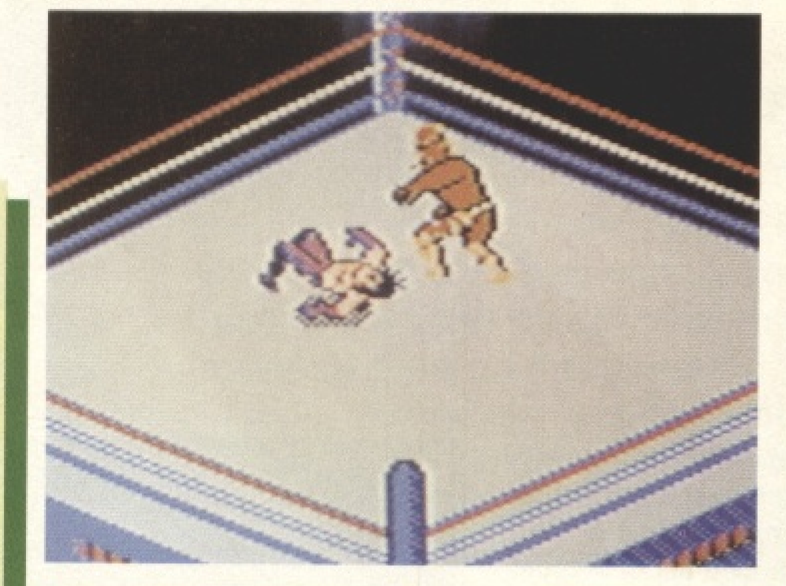
RATINGS

PRESENTATION	84%
GRAPHICS	87%
SOUND	82%
PLAYABILITY	85%
LASTABILITY	86%
OVERALL	85%







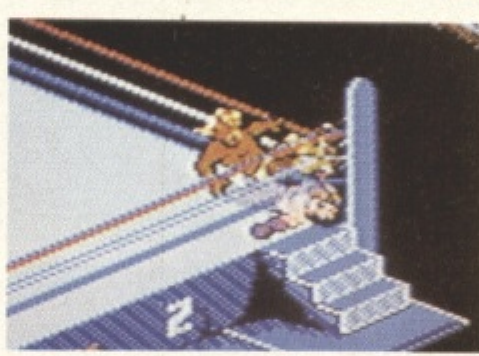




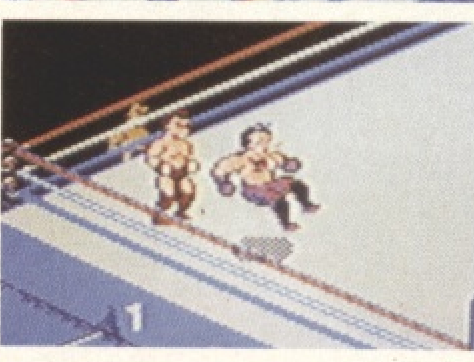
Where do you think you'd find up to six sweaty muscular psychos rampaging around in a small enclosed area apparently attacking each other? In a World Wrestling Federation ring, of course! In the WWF, the "performer's" objective is to entertain the wrestle-crazy crowds by putting on a display of carefully scripted violence.

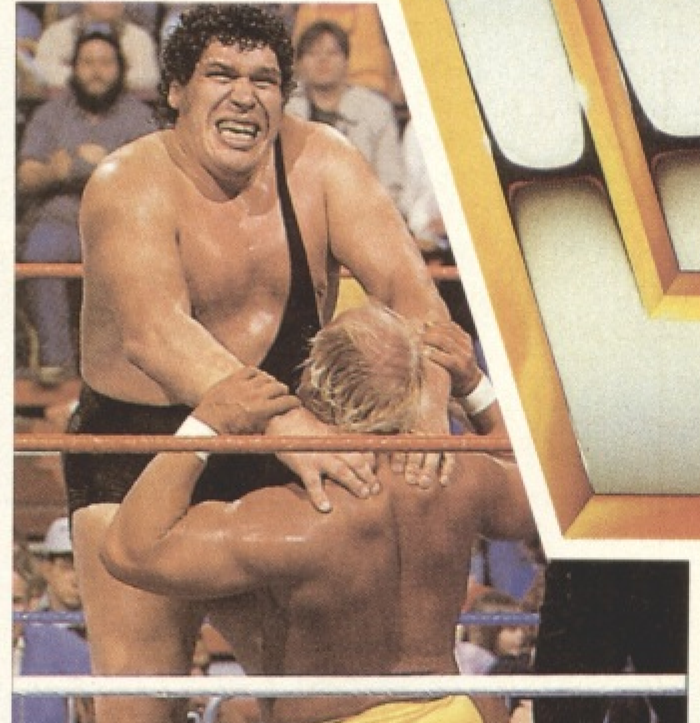
This latest effort from NES masters Acclaim makes you a newcomer in a digitised version of the WWF circuit. Using your carefully-honed wrestling skills, your aim is to face up to every wrestler the WWF organisers throw your way, and hopefully make mincemeat out of them in a variety of hilarious and yet rather painful ways.

WWF Wrestlemania Challenge gives you (and a chum if you like) the chance to take on the rest of the WWF circuit in pursuit of the WWF World Championship title! Fancy your chances?





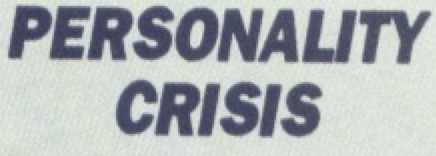






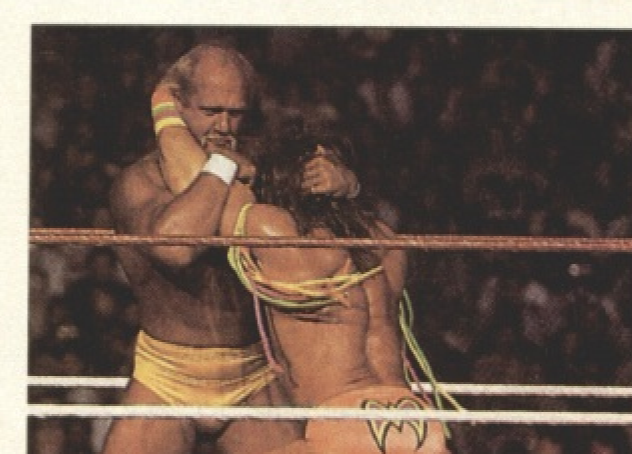


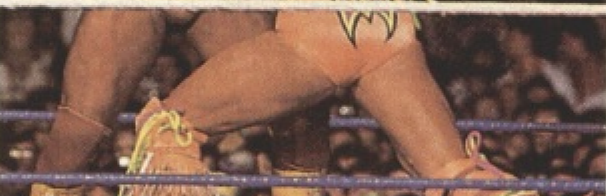
PERSONALITY CRISIS

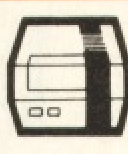


Although you are able to enter the WWF as "yourself", it's also possible to adopt the persona of any one of the WWF wrestlers in the game. This means it could be you stepping into the Hulk Hogan's shoes and dishing out some heavy duty violence. Perhaps if you've got a uniform fetish, Big Boss Man (who appears in the game complete with his police garb) is more your style.

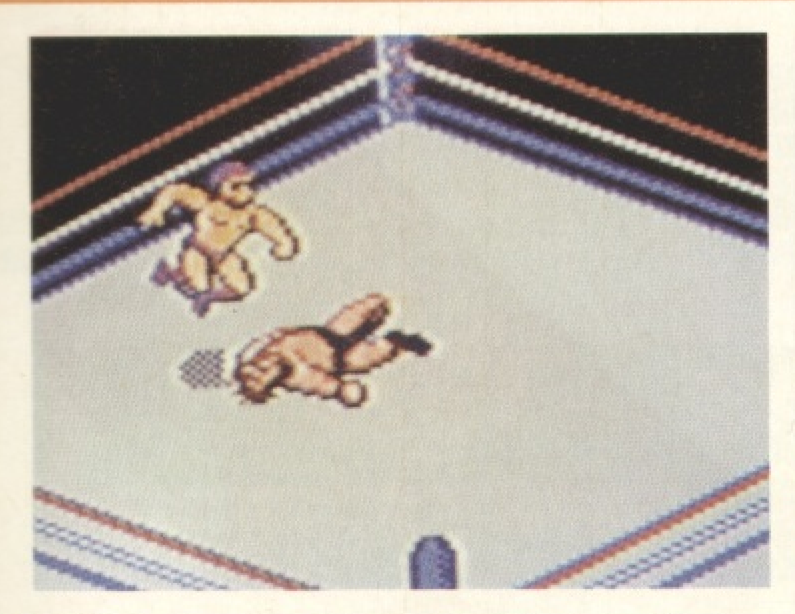


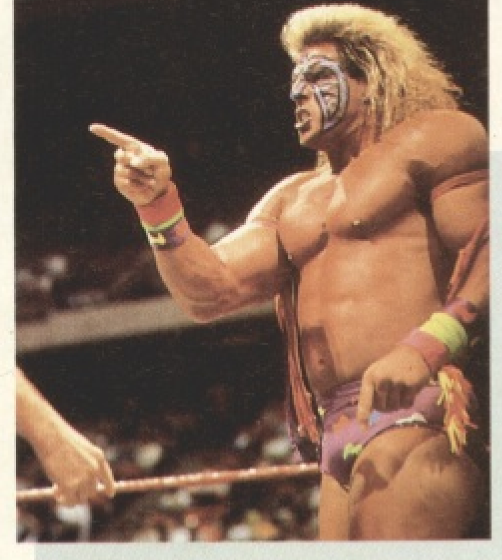


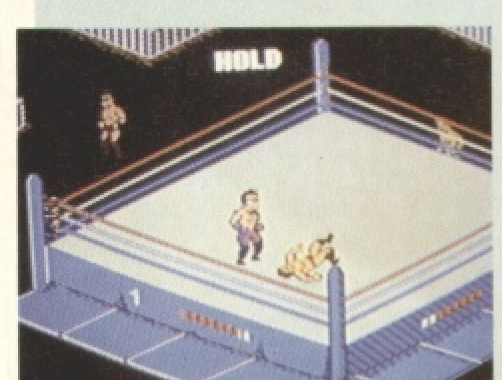






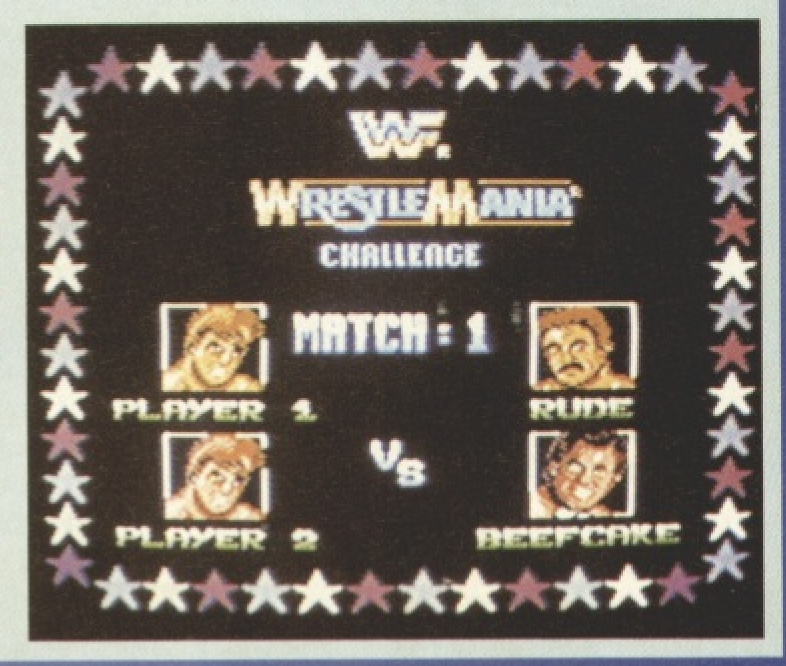


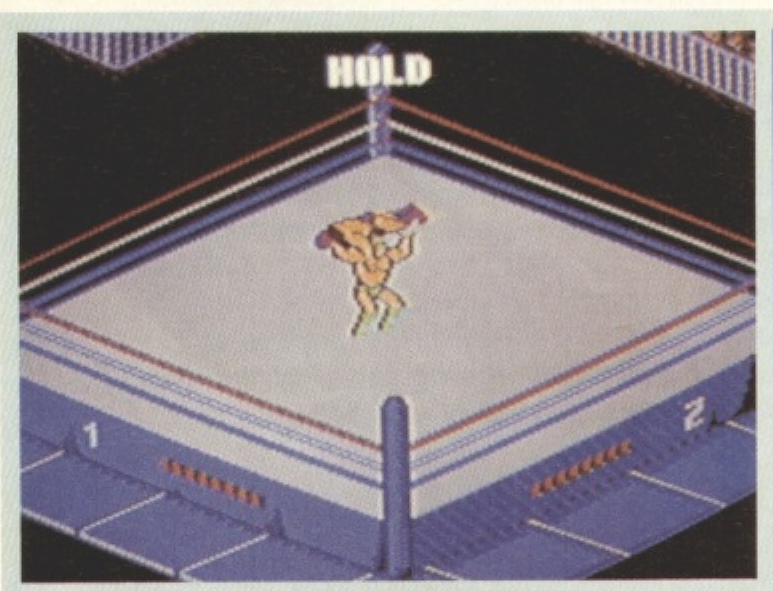




TAG-TEAM TANTRUMS

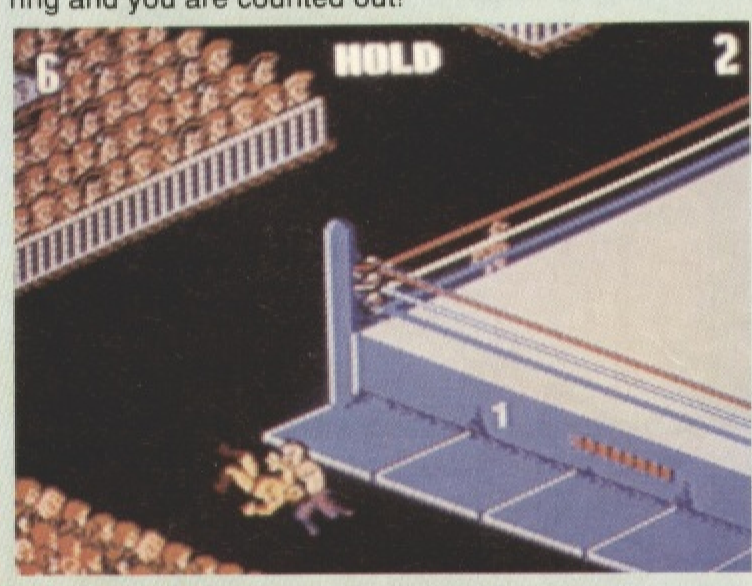
Tag Teams of up to three wrestlers per side are available in WWF, to boost the entertainment potential of a particular bout. To make matters even more interesting, two players can gang up against the computer in a tag team game. Just like the real thing, if your team mate is being creamed, his tag partner can blatantly ignore the rules and jump into the action to produce a wrestling free-for-all. However, don't stay in there too long or else you may be disqualified!

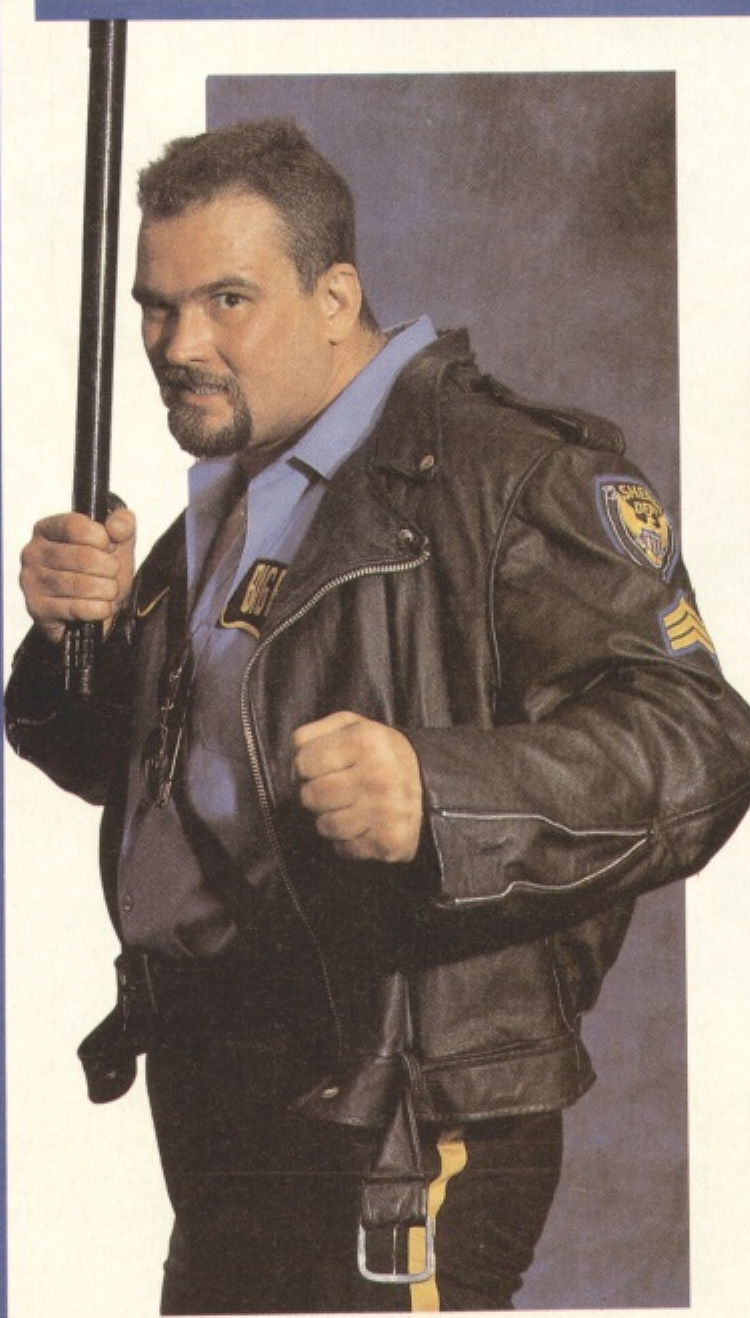




THROWN OUT

The wrestling action isn't limited to the confines of the ring. Throw your opponent out of the ring, if you like, and bash his head against the floor - a far more solid surface! But watch out, stay too long outside of the ring and you are counted out!





COMMENT



JULIAN

WWF is a fun game which pretty much manages to capture the atmosphere of the real thing. Playability is its strongest point, with plenty of neat features and options - each wrestler's range of different moves is superb. The computer opponents are good, but the two-player mode is best, with plenty of fun-packed grippin' and grapplin' japes. However, the graphics and sound are both disappointing, and don't reflect the overall standards set by the gameplay. WWF fans will certainly enjoy this, but if you're simply after wrestling action and aren't bothered by the absence of such famous names as Big Boss Man and Hulk Hogan, check out Tecmo World Wrestling, which I think is even better!





PIN-DOWN ANTICS

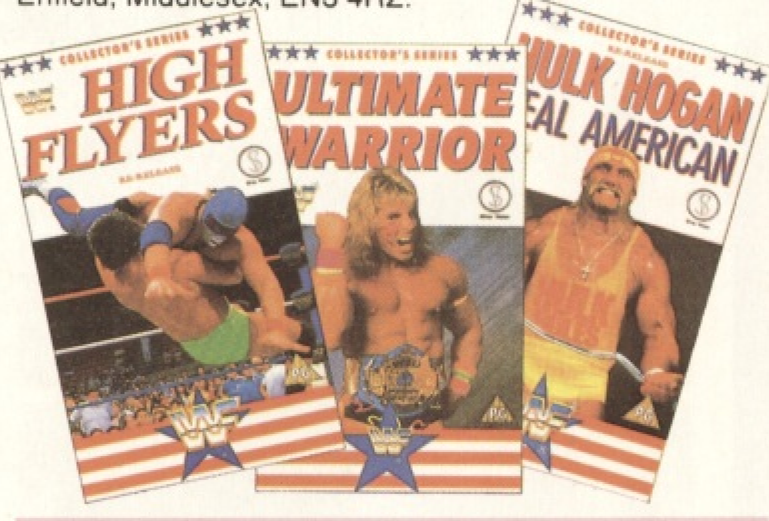
Many wrestling moves are available to our WWF pals in this digital version of the scripted sport. Look out for kicks, punches, pile-drivers, shoulder charges, elbows-in-the-face, and even some out-of-ring action if you throw your opponent out (or vice-versa)! Each WWF wrestler have their own individual moves - some more effective than others.

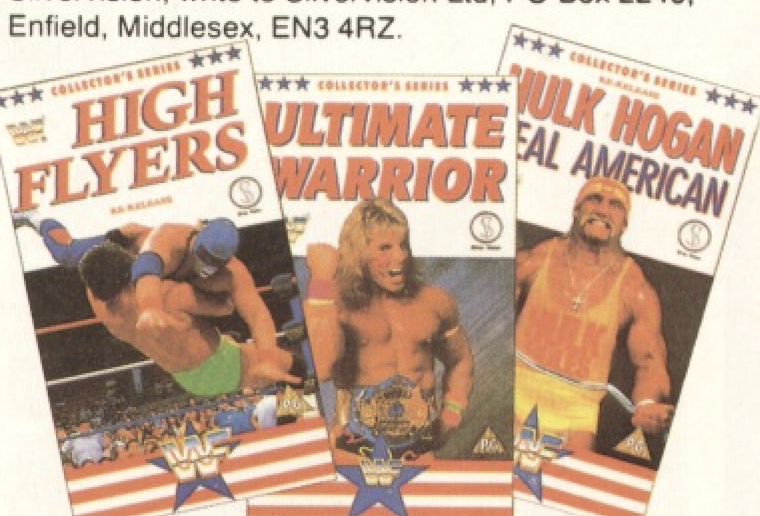
WWF BATTLE ROYALE

The WWF masters of mayhem recently undertook a British tour, culminating in the Battle Royale final at the Albert Hall. Spawny git Jaz Rignall managed to get himself a ringside seat and said he had a brill night out, watching the likes of the Legions of Doom, The Undertaker, Big Boss Man, The Power and The Glory, The Mountie - and the mega 20-man over-the-top finale which was won by the British Bulldog. Here are some of the photos he took...

WWF COMPO CHAOS

Thanks to Acclaim and Silvervision, we've got six WWF videos to give away! We've got two copies of Hulk Hogan: Real American, High Flyers and Ultimate Warrior! Not bad eh? All you have to do is tell us which WWF Wrestler is the most consistent winner of the WWF World Championship title! Simply put that down on a postcard and send it in to: WWF Goodies? Yes, please! MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By the way, for further information about WWF Videos from Silvervision, write to Silvervision Ltd, PO Box 2240, Enfield, Middlesex, EN3 4RZ.





COMMENT

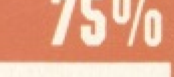
RICH

I must admit that I found WWF a bit disappointing, especially coming from Rare (who I always thought could do no wrong). The graphics are really quite average and the sound is dull. Playability is all-important and it's only here that WWF pulls back a few points. With all of the wrestlers and their individual moves, it's all good, long-lasting fun. Add in all of the different one and two-player options and the game suddenly gets a bit more interesting. However, straight after playing this I had another go on the previous Nintendo wrestling biggie - Tecmo World Wrestling, and to be honest I found that a lot more enjoyable. I'd recommend you check that out first, but if you're a massive WWF-only fan into a bit of tag-team japery, check out this new Acclaim title.

WWF WRESTLEMANIA Challenge

BY: ACCLAIM
PRICE: £29.99
RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1-2 PLAYERS



PRESENTATION 90%
A very comprehensive options screen, giving you the choice of wrestler and one and two-player game combinations.

GRAPHICS 75%
A dull wrestling ring backdrop and the sprites aren't very well-defined.

SOUND 58%
Different tunes for each wrestler and some effects.

PLAYABILITY 83%
Plenty of moves to master and different strategies to learn.

LASTABILITY 83%
Winning the championship title doesn't take long, but the two-player options keep up the interest.

OVERALL 80%
A highly playable wrestling game let down by substandard graphics and sound. WWF fans shouldn't be disappointed, though.



THE FACE OF A
SEGA® ACE
The Xenites are back and the very fabric of time is in danger.
XENON 2 MEGABLAST
FACE CLUB
FOR YOUR FREE
SEGA/IMAGE WORKS
NEWSLETTER
CONTACT:
IMAGE WORKS
ARCADE
SEGA
SPEEDBALL
Five time bombs have been planted at various points throughout history, steer your nifty ship through the different ages and destroy the bombs before they destroy the universe!
Buy extra lethal weaponry from the local space shop — from Electroballs to the ultimate Super Nashwan Power — this will finish off even the toughest aliens! Features the totally brilliant soundtrack from Bomb The Bass — it's A Megablast — and it certainly is! This is the most utterly cool shoot 'em up for the most utterly cool Sega Master System.
ARCADE
SEGA
BACK TO THE FUTURE II
ARCADE
SEGA
XENON 2 MEGABLAST
MUSIC BY BOMB THE BASS
Image Works is a brand name of Mirrosoft Ltd.
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For play on the SEGA MASTER SYSTEM.
Image Works, Irwin House, 118 Southwark Street, London. SE1 0SW. Telephone 071 928 1454.

KICKLE CUBICLE

Would you believe it? The five Fantasy Kingdoms have been taken over by evil marauders. Not only that, but the five Fantasy Palaces and their occupants have been hidden away. But worst of all is that all of the Kingdoms have been turned to ice. Luckily for everyone concerned, you, Kickle Cubicle, were passing the scene with your magic powers in tow. Now you've been recruited by the plants, flowers, fruit and other pretty flora and fauna of the Fantasy Kingdoms to save their Princesses and restore the lands to their former greenery.

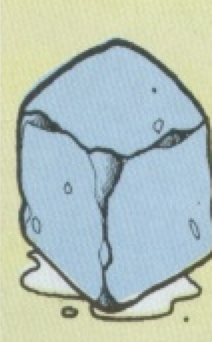
Kickle Cubicle is a single-screen puzzle game which takes place on areas of blocks suspended in space. The object is simply to complete each screen by picking up three magic pouches. They're usually impossible to reach at first, situated on single blocks unconnected to the main playing area, so what you have to do is create a path to reach them. To do this you blast a nearby baddie with your freeze ray and turn him into an ice block. Pushing the block off the edge of the landscape turns it into a bridge section, which you keep building upon until you can reach the pouches.

It might sound simple, but as you progress there are more and more hazards, far more baddies and the pouches get increasingly more difficult to reach. But hey, when you've got a name like Kickle Cubicle, life is never going to be easy.





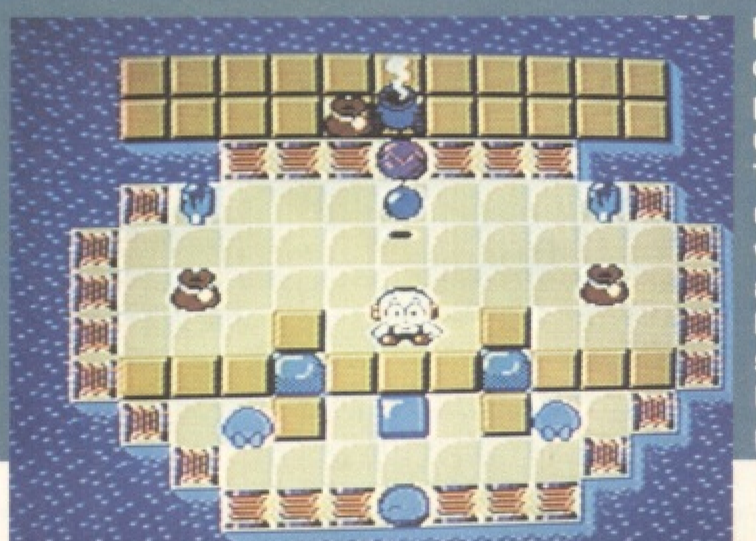
COMMENT



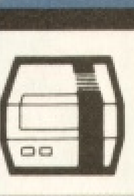
RAD

At first sight, Kickle Cubicle appears to be a moronic excuse for a game. And for the first few levels that's what it is. The game is simplistic and far too easy. All this changes, however, once the first world is completed. From here, things get a lot tougher, with Kickle coming up against some fiendish traps, some of which take a lot of thinking to get out of. Although even then, the game could never be classed as difficult. Kickle Cubicle is never really a test of reflexes, but as a puzzle game it works quite well. The lastability is questionable however, due to the infinite continues and the simplicity of the gameplay. If puzzle games are your thing, give Kickle Cubicle a go. If not, then I'd advise you to try it out before parting with any money.

THINGS THAT MAKE YOU GO BOOM



Kickle doesn't have the monopoly on tricks - his opponents have plenty up their undoubtedly-evil-looking sleeves. These dastardly creations include mini gun turrets, spring-loaded walls, bomb-people which explode and kill Kickle, cannons, firing bombs which temporarily destroy some of the island around them, killer clowns and deadly pink penguins!



...KLE ...CLE

Kickle touches down in style.



Reach the outer islands and grab the goodies.



Kickle gets mean!



A startling expression...

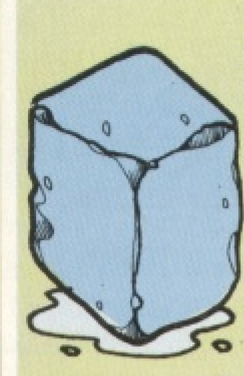


A devious lay-out.

FIVE BLOCKS OF DOOM

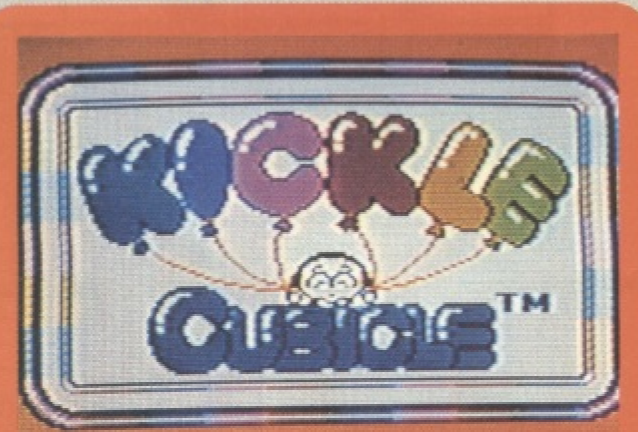
There are five different types of blocks in Kickle Cubicle. First are the standard ice blocks made by freezing blue baddies. Unless these are kicked into a gap fairly quickly, they melt and the baddies re-emerge. Then there are raised blocks (ice stoppers can't be dropped on these, and enemies can't cross over them), stone blocks (cannot be crossed over by anything), pink blocks (can be crossed over by baddies, but you're unable to drop ice stoppers on them) and hole blocks (which can't be filled, and walking over them results in a drowning-style fate for Kickle-babes).

COMMENT



Kickle Cubicle is an almost brilliant game which is sadly let down by a few annoying flaws. It's fun to play and is very addictive at first, with the simplistic gameplay providing very entertaining, medium-paced puzzle-solving antics. However, the challenge never really appears, and with very little practice you're able to get miles into the game - and the infinite continues let even the biggest videogame idiot complete the game with ease! Puzzle fans will certainly enjoy Kickle Cubicle, but unfortunately the enjoyment just doesn't last long enough.

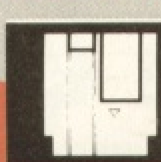
JULIAN



BY: IREM
PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 72%
Good intermission screens, but no options.

GRAPHICS 78%
Lots of well drawn sprites and reasonable animation.

SOUND 62%
Sickening theme tune and effects.

PLAYABILITY 78%
The simplistic gameplay is both enjoyable and easy to get into...

LASTABILITY 67%
...but the challenge never really gets tough, and with the unlimited continues, you can complete it in a sitting.

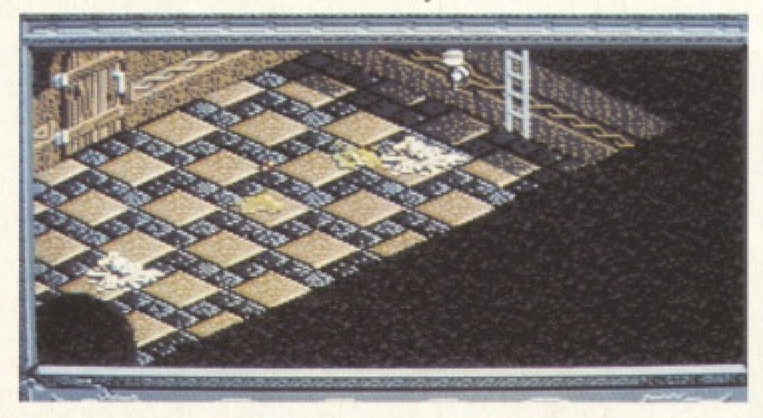
OVERALL 72%
A decent puzzle game which needs more thrills and challenge to make it great.

Nothing has been heard of Mordamir the Grand Wizard for many months. The famed wizard of the Crimson Keep was last seen entering a newly-discovered set of evil, mystical caves. Thinking that he could locate some new magical spells and techniques within these dungeons, Mordamir went exploring. As his apprentice, you're worried about his disappearance. There's only one thing for it. Enter the caves and rescue your mentor. Who knows? Maybe you might pick up some of the mystical knowledge your master was after. There's only one problem. The word is that a massive dragon jealously guards the secrets of the dungeon. Only by defeating this massive foe will you emerge from the cave system victorious.

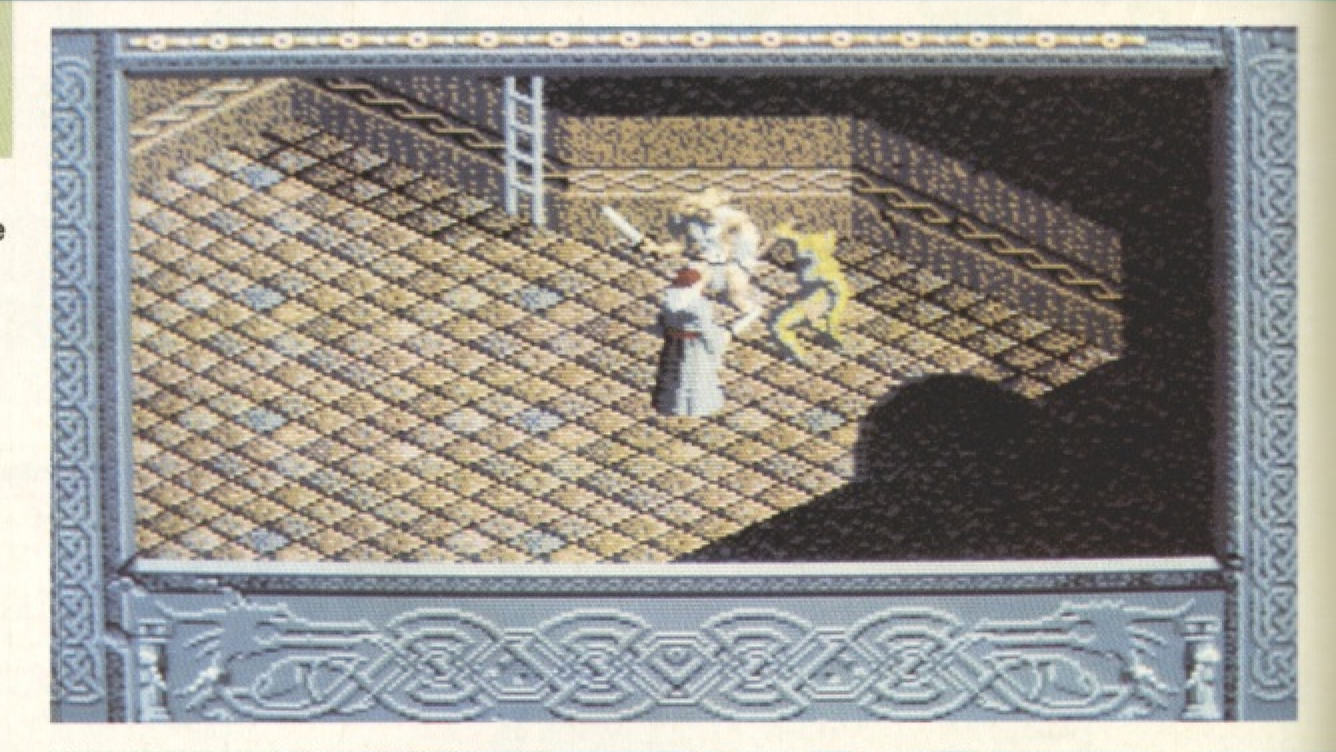
Your view of the action is depicted in sprite-based isometric 3D. The playing area scrolls in eight directions, but is limited by the size of the room. When using a door the screen flicks to take you to a new location. The maps make perfect logical sense, so making your own map of the surroundings could be the key to success.

Your progress is impeded by various cunning traps contained in the dungeons. For example, at one point a massive chasm has to be traversed. It can't be jumped, but it can be moved! A beam of light controls the chasm mechanism and only by reflecting the light with a shiny amulet will the thousand-year-old mechanism creak into action.

Sounds difficult? That's only level one!









▼ *A goblin gets it in the head.*



KER-AZY COMBAT!

Whenever a hostile beastie attacks you, the screen shifts to a close-up one-on-one battle between your wizard and the evil assailant. A variety of hacks and slashes are available, along with a number of highly amusing death sequences. Apparently there's around 16 different gruesome death scenes, including one hilarious sequence where a hapless goblin is cut in half by our hero's sharpened stick!









A ROBEFUL OF FUN

All manner of interesting items are located around the dungeons, which are stashed for future use in your capacious robe. Selecting an item can either yield a description of it, or you can choose to use it. Depending on your situation, different choices are open to you. For example, if you're carrying a key, you may be asked whether you want to use it on a chest or a door.



You find a ring. A name is etched on the band: Dunric! Take it?

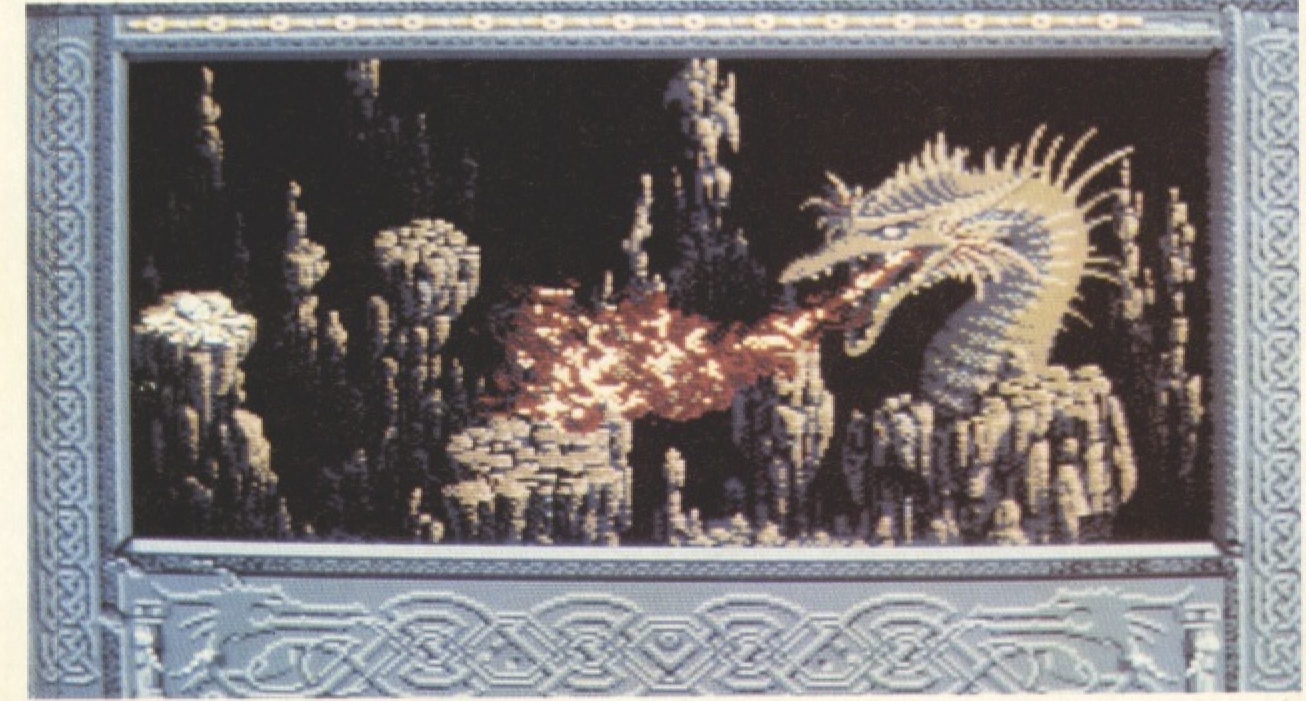
Dunric's

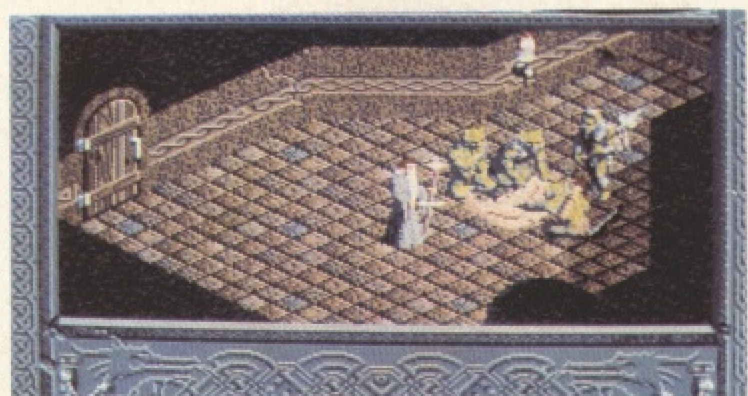


COMMENT

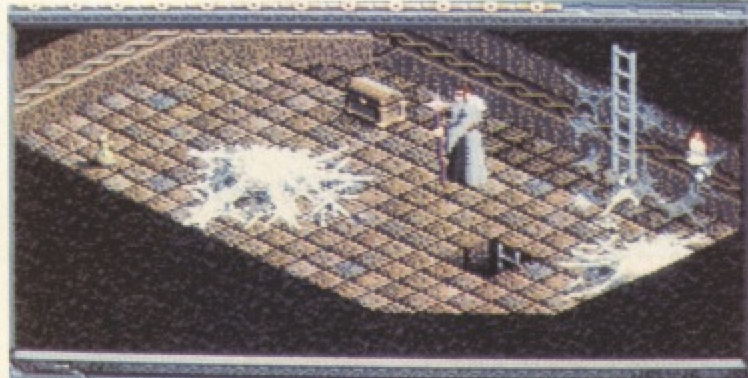
This is practically identical to the Amiga version with the added benefit of close-up combat. Thankfully, the Amiga version was pretty super, featuring superb 3D graphics and some perfectly logical puzzles. The Megadrive game is equally as good and the superb method of utilising objects remains the same. The Immortal's greatest strength lies in the vast nature of the game. Even competing level one (which is supposed to be an easy-peasy training level) takes a good deal of lateral thought and cunning. Later levels see the quality of the game remaining very high. The spider-infested level boasts superbly gruesome graphics and yet more cunning puzzles. We've seen some pretty awful Megadrive RPGs in our time, but The Immortal ranks as the best yet (shame about the forty-five quid price tag, though).

▼ *The dungeon's most horrifying secret!*





▲ *Goblins discuss tactics.*







COMMENT



JULIAN

With its unusual viewpoint, gory fight sequences (watch those purple entrails flow!) and stunning animated graphics, The Immortal is a truly superb arcade adventure. There are some fiendish puzzles, but they're not completely illogical. Instead they're of the lateral thinking type where the answer is usually staring at you right in the face! Because of this, you never get completely stuck and while progress might occasionally be slow when you reach a particularly tricky situation (and there are plenty of those), the feeling of satisfaction you get when you overcome a problem makes all the hard work worthwhile. The game is huge, and it's not one you'll crack overnight, so if you're after a highly rewarding arcade adventure that combines great looks and a tough challenge, look no further than this.

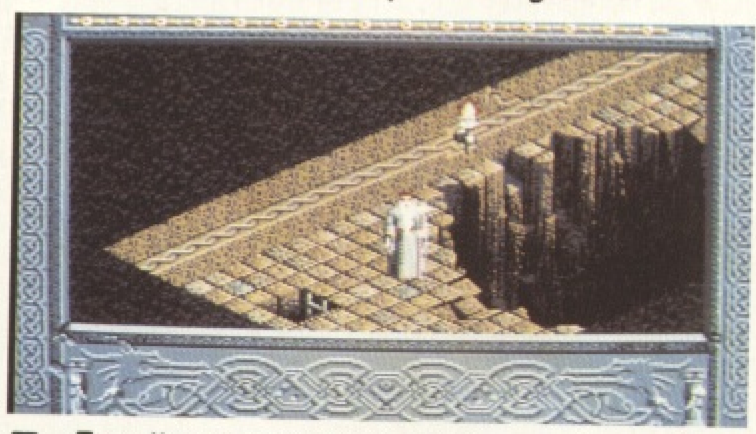
▼ A troll that's asking for it.



▼ This spider looks hungry...



▼ The ladder leads deeper underground.



▼ Funnily enough, these goblins want your help!







I CAN SPELL

Being a magician, you'd expect our elderly chum to have plenty of magical tricks up the sleeves of his ancient robe. Indeed he has, but since his memory is a bit dodgy, he needs the actual spell scroll to attempt any casting. Most spells can be used five times before they eventually fade. Included in the spell line-up are the likes of fireball spells (blast those goblins!) and partial invisibility spells.

▼ Owww!



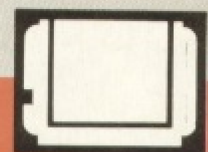


BY: EA

PRICE: £44.99

RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 91%

The game is very well-presented. The control method in particular is superbly executed.

GRAPHICS 93%

Finely detailed backdrops and sprites make The Immortal look like something really special.

SOUND 87%

Tunes and effects that enhance the already considerable atmosphere.

PLAYABILITY 90%

The great control method and the balance between action and adventure makes The Immortal very appealing.

LASTABILITY 90%

The dungeon you explore has months of shocks, horrors and problems in store!

OVERALL 90%

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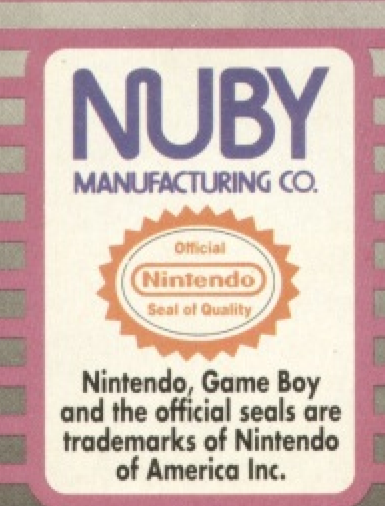
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POWER BLADE

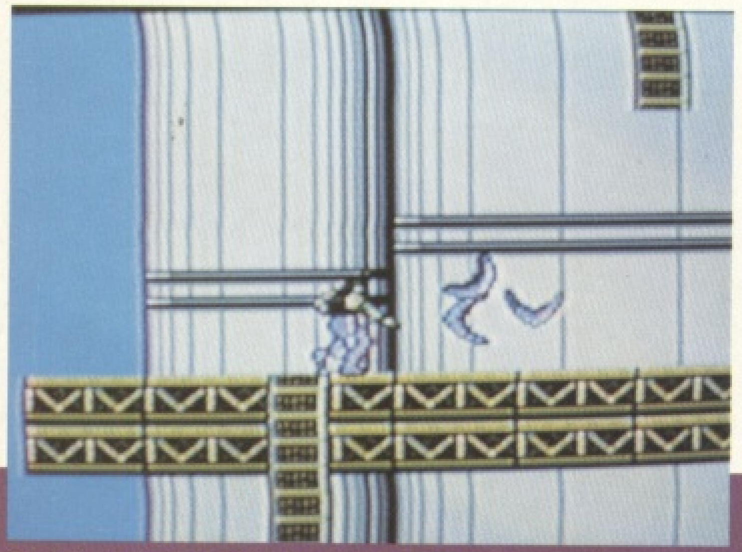


Power Blade is your name, and killing inordinate amounts of people with high-power energy boomerangs is your game. Thanks to this handy talent, you're the man who's been chosen to infiltrate a top security terrorist complex and blow the whole thing into lots of little bits. Being hard, you've shunned the offer of a squadron of tanks, and decided that solo espionage is the order of the day.

What this means is that Blade must find his way around the complex by jumping about and whanging boomerangs for all he's worth. Our man must meet his contacts on each level, destroy the entire terrorist base and demobilise its secret weapons before the world is plunged into chaos.

Simple!

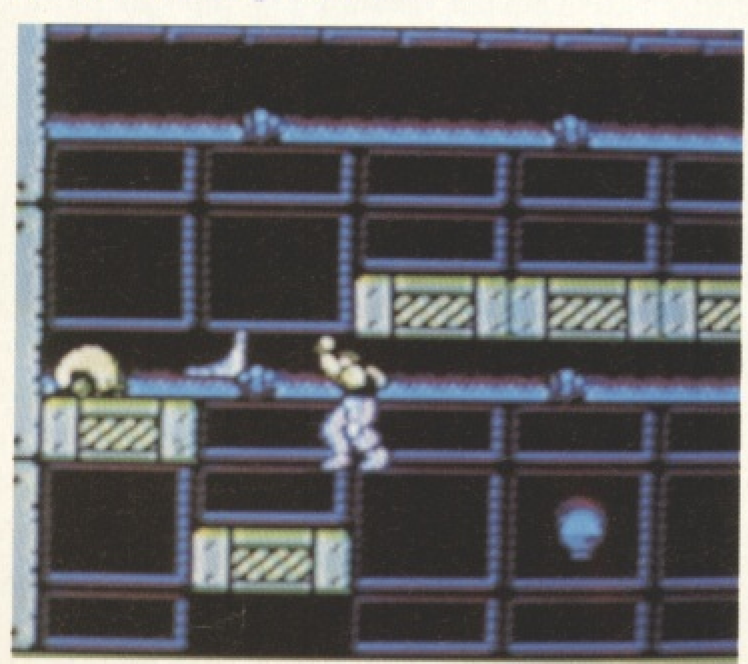
Or is it?

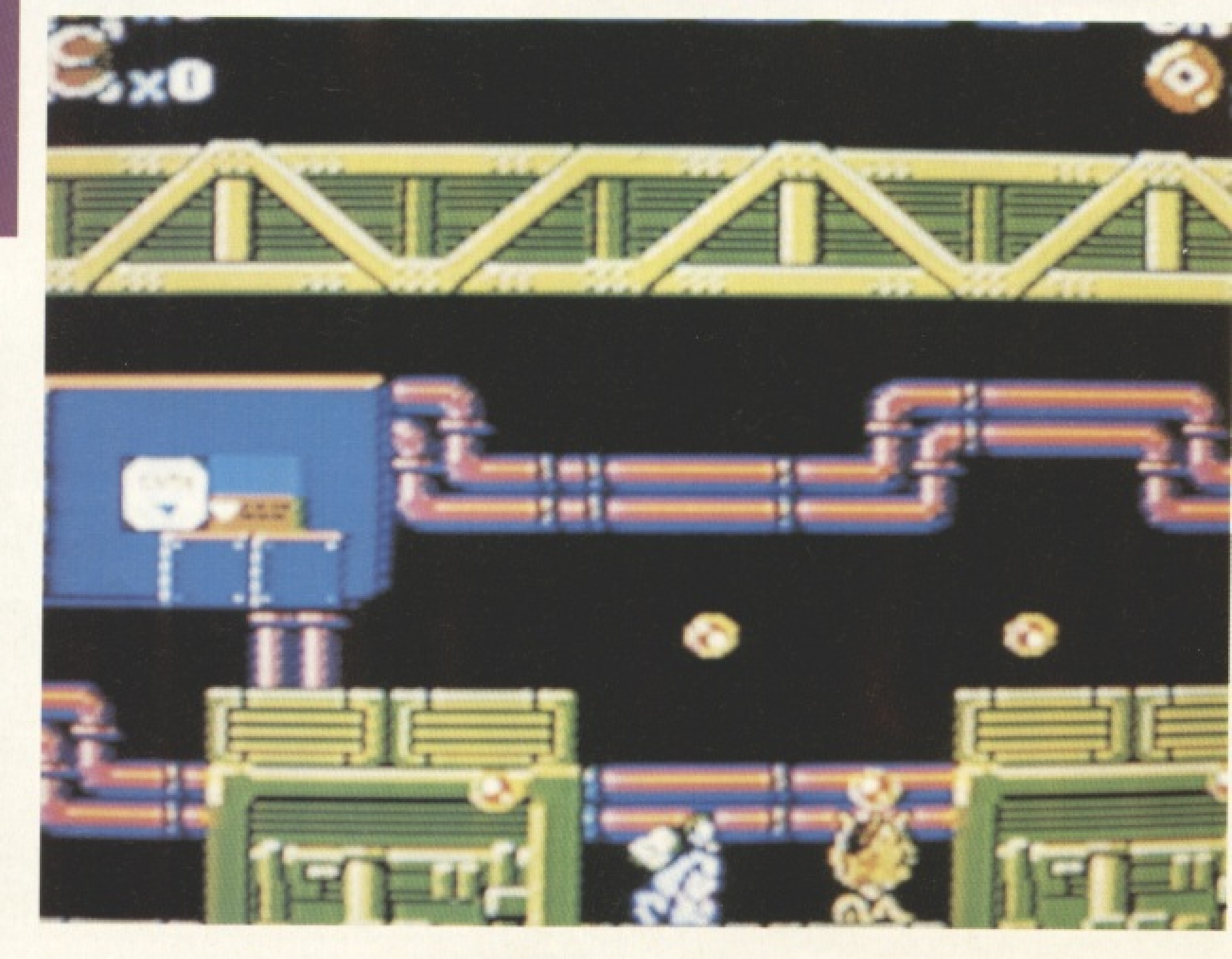


ROLF-RELATED FRIVOLITY

Just like Australian folk hero Rolf Harris, Power Blade never leaves home without his mega-powerful boomerang. Well, to begin with it's not all that powerful, but luckily those terrorists have been conducting some research into boomerang technology, and when certain enemies are destroyed, they leave behind a handy curved stick-related power-up! These go from standard range multipliers and energy boomerangs to double, or even treble boomerang japes and joviality!

▼ *Powerblade gets serious.*



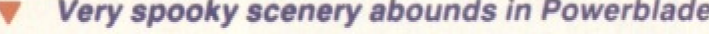


COMMENT



RAD

I wasn't sure if the NES could take another platform-based shoot 'em up, what with Batman and Low-G Man, but once I started playing my fears were proved unfounded. Graphically, it's nothing to write home about - the sprites are nicely drawn but small and poorly animated, and sonically it's just average. However, the gameplay is superb. Power Blade himself is easy to control, and the collision detection is perfect. The wealth of power-ups add a lot to the action, as does the maze-like structure of the complex, meaning you have to find a route through instead of just walking left to right. Power Blade is a fun game which sensible NES owners should sally forth and purchase at the earliest opportunity.

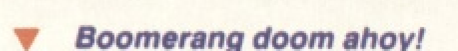


▼ *Very spooky scenery abounds in Powerblade.*

▲ *Not even wobbly scenery scares Powerblade!*

HOT CONTACT LINES

On every level, Blade seeks out his secret contact. Once found, this person bestows him with a handy piece of kit, such as an ID card, which is essential to complete the game.

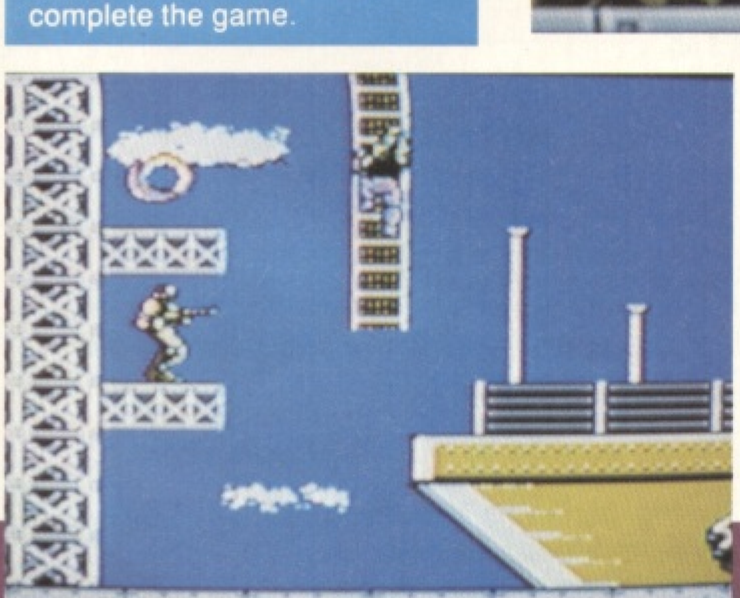


▼ *Boomerang doom ahoy!*



ARMOUR-GEDDON OUTTA HERE

There are two splendid armoured exoskeletons hidden around the base which provide extra powers... if you can find them. There's heavy armour, which can take three shots without harming the player, although after the third hit, the suit disappears. And then there's power-amour, complete with built-in wide beam laser rifle, which makes even a mighty plasma boomerang in the chops look weedy by comparison!



LADDERS LARKS

In most platform games, when you climb ladders you're a sitting duck for enemy fire. But Power Blade has got more sense than most ladder-climbing game characters. Realising that he has in fact got two hands, Blade has learned to hang on with one and throw boomerangs with the other, thus saving lots of lives and much frustration.







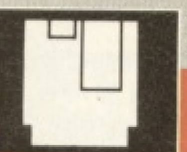


▲ *Enter the windmills of doom!*

POWER BLADE

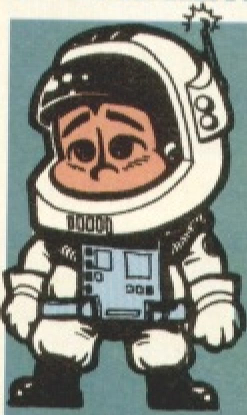
BY: TAITO
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GEAR





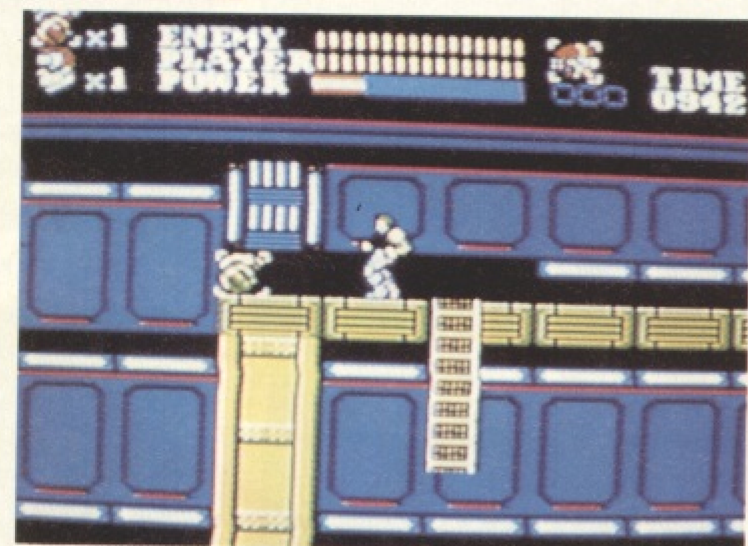


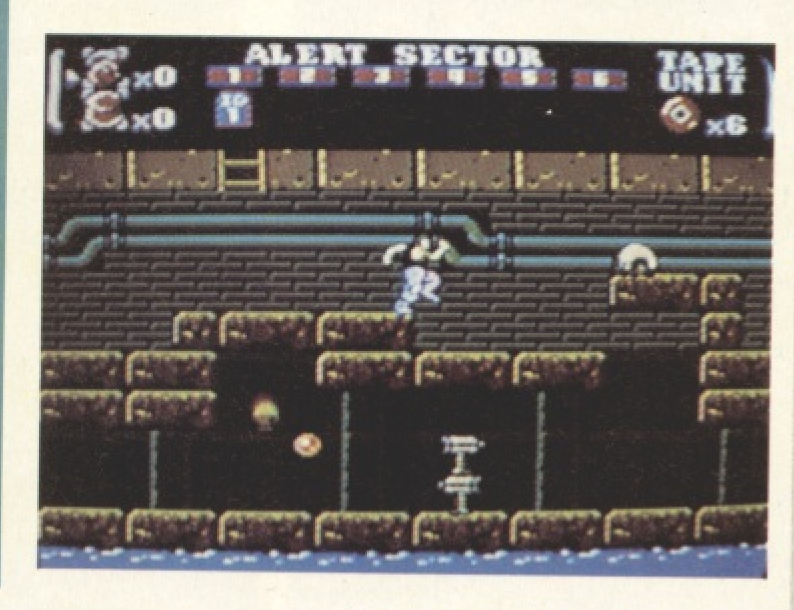
COMMENT



JULIAN

Rather like Low-G Man, Power Blade isn't tops in the graphics and sound stakes, but is saved by its superb gameplay. The action is addictive to say the least, with a huge maze to maraud around and tons of power-ups to help you in your baddie-bashing quest - it certainly helps if you make a map as you go along. The difficulty level is nicely weighted and a challenge is maintained all the way through, the game never being too difficult to make progression frustrating, or easy enough to let you get miles in one go. Power Blade is highly recommended - just ignore the naff graphics and sound and enjoy playing the game...



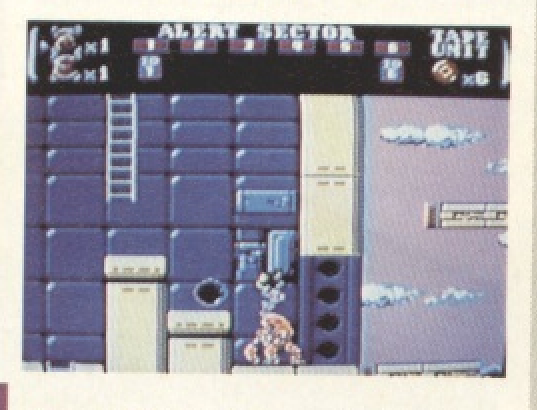


▲ *Getting mucky in the sewers.*

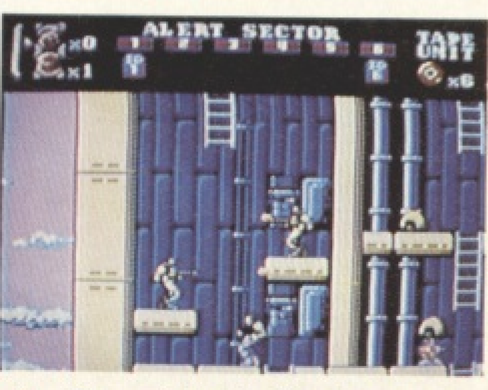


ROBOT ON A STICK

This bunch of terrorists aren't stupid. They're not going to get in the way of someone like Power Blade, so they let their robots do the dirty work instead. With such mechanical monstrosities as mini-helicopters, androids, ED-209 clones, little dustbins armed with plasma cannons and big flying deathotron robots, the evil gang reckon they're pretty safe - and they could be right!



▲ *Watch out Powerblade!*



▲ *Powerblade's "in the thick of it".*

PRESENTATION 68%

Decent intro screens, but no options.

GRAPHICS 70%

Nicely drawn sprites and backgrounds, but sad animation.

SOUND 74%

Good quality tunes and effects.

PLAYABILITY 90%

A nicely weighted difficulty level makes this easy to get into, but it's challenging enough to keep you playing.

LASTABILITY 87%

Big, big levels and challenging gameplay conspire to produce a long-lasting piece of software.

OVERALL 88%

It mightn't look like a winner, but Power Blade features challenging and addictive gameplay that'll keep you at your Nintendo for weeks.

INTRODUCING

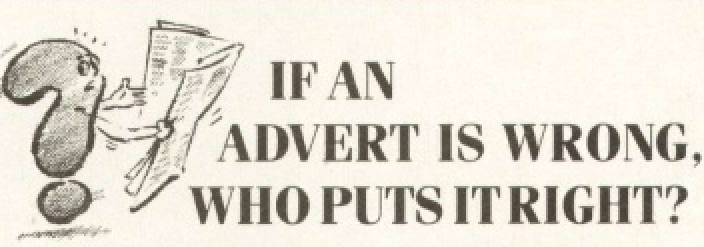
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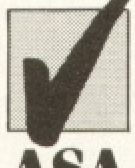
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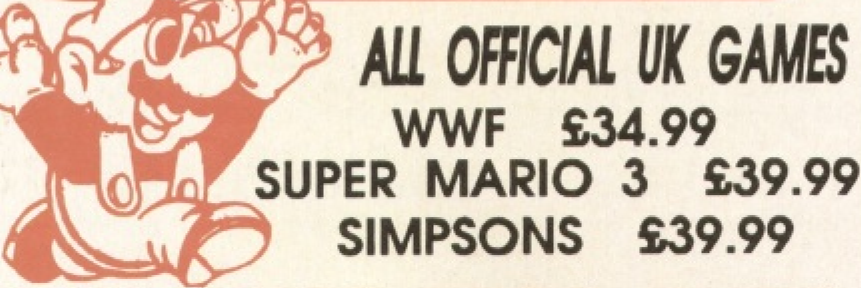
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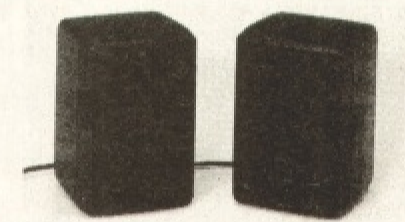
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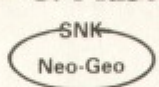


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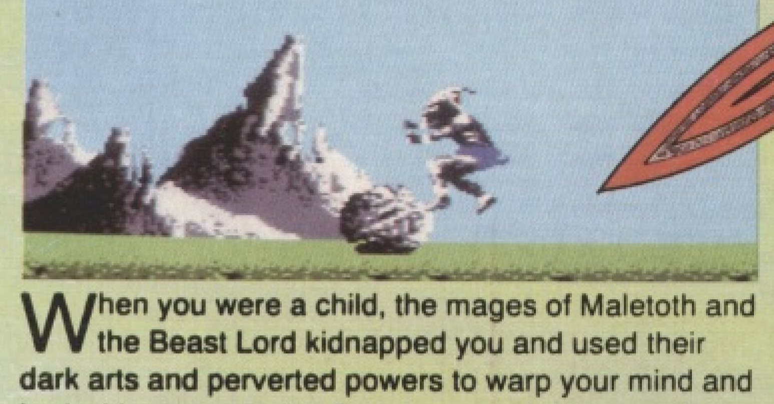
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SHADOW OF THE BEAST

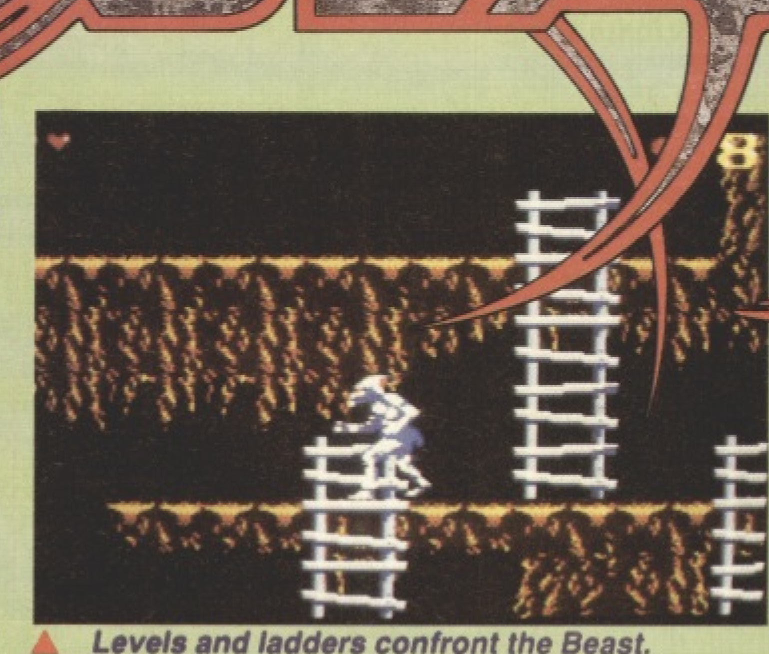


When you were a child, the mages of Maletoth and the Beast Lord kidnapped you and used their dark arts and perverted powers to warp your mind and body. You are now the Beast, a massively powerful, but yet rather grotesque creature whose aim in life involves carrying out the Beast Lord's evil bidding.

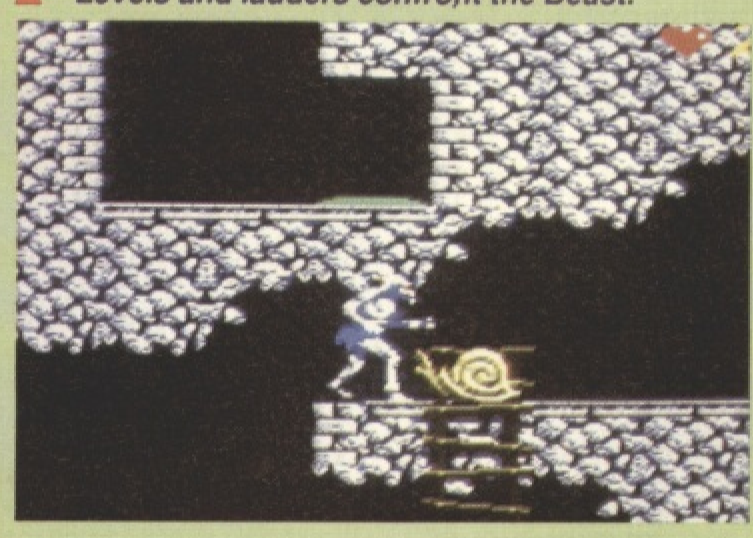
However, although your conscious mind may be drugged and altered, your dreams are still your own. One fateful day, you dream of your father's horrific death at the hands of the Beast Lord. Waking up, you realise the true sham that your life has become. Someone has to pay. Someone has to suffer. That someone is the Beast Lord.

The arcade action takes place over six stages of scrolling action (some levels only scroll horizontally whilst others offer four-way scrolling for higher exploration potential). Unfortunately, the Beast Lord's got wind of your revenge-related antics and has dispatched all 132 varieties of beasts under his power to search you out and have your monkey ass well and truly dusted.

But the path to the Beast Lord isn't just a case of cutting a swathe through the assembled masses. Each domain has its fair share of bizarre puzzles to solve in order to progress ever onwards to the final confrontation with the twisted Maletoth!



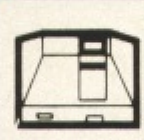
▲ *Levels and ladders confront the Beast.*





END-OF-LEVEL EXCITEMENT

There are six massive end-of-level bosses in Shadow of the Beast. The first being you're pitted against is the mysterious keeper of the orb. Punch the seven shades out of the orb and its laser powers are yours. Use these powers on the next guardian, a huge Death Skeleton roller coaster who attempts to squash the very life out of you!





POTIONS R US

There are ten potions in the game, each identified by the colour of the liquid inside the flask. Some potions are beneficial (the red and green potions increase energy), others decrease power or even kill you! Look out for the orange and purple potions. These significantly boost your jumping abilities.

OBJECTS AND EFFECTS

The biggest difference between this and the Amiga version is the inclusion of far more objects throughout the game. Look out for various keys (guess what they do), magical wands and rings - and a couple of very nasty items!





▲ *Beast versus Death Skeleton!*

COMMENT



JULIAN

With the benefit of some gameplay tweaks, Shadow of the Beast has translated surprisingly well to the Master System. It's not a fast-action game as I first thought; instead it's more of an exploration game with the onus more on puzzle-solving than beat 'em up arcade skills. The graphics are excellent, the sound is good and the gameplay is addictive, but there are a couple of things really did annoy me. First, the nature of some of the traps is highly irritating; the potion that kills you and the book that sends you back to the start instantly spring to mind. There's no skill in avoiding them - you have to select them to learn what they do - and once you've done that you'll never touch them again. So what's the point of having them except to wind you up and make you annoyed? And secondly, the control method. Using up on the control pad makes life unnecessarily difficult, and it's easy to accidentally jump in the heat of the battle and lose a load of energy. It's a shame these points are present, because they take the edge off an otherwise highly enjoyable and entertaining game.





COMMENT



RICH

Shadow of the Beast is a real achievement for the 8-bit Sega Master System. Technically, Tecmagik have done it again with a graphical tour-de-force that should have you astounded. The first level, with its superlative parallax scrolling, is great, and the sprites are excellent. This quality remains high throughout the game and this makes the compulsion to see the next level even stronger. Tecmagik have even improved on the Amiga game by adding more objects to play around with. There are now all manner of potions to try out and plenty of strange items to handle. The game's very large too and all six levels should be really difficult to conquer. There are a couple of points I think could have made the game even better. For one, the control method takes quite a while to master. Pushing up on the pad instead of pressing a button to jump can cause some very frustrating deaths. Instead, the button accesses the object select window. I'm pretty sure that in the heat of the action, you'd rather the jump option was more immediately responsive than the object window. It's a shame Tecmagik didn't improve the limited Beast combat either. There are still only two attack moves - the punch and flying kick. Also, foes are still dispatched with just one hit. Some more intensive combat with a few more weapons and attack moves would have added greatly to the basic gameplay. These gripes apart, those who thought the Amiga Beast game was ace should check this superior version out.



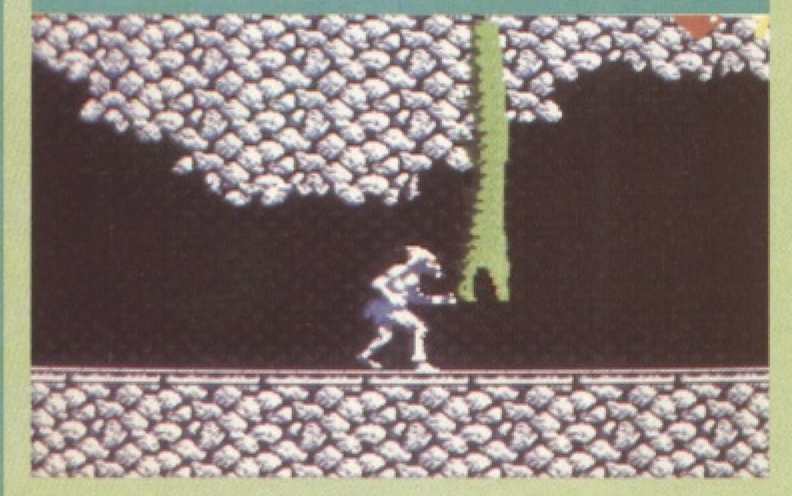
LEVELS OF DOOM

There are six large levels to see in Shadow of the Beast. You start off in the Mountains and Forests level with all its 13 parallax layers of scrolling. Your first stop is the Underground Caverns - accessed by the use of a hollowed-out tree trunk. Conquer this and you end up in the magical well, which leads back up to the Mountains and Forests level. Later levels include the terror of the Beast Lord's Castle, the horror of the subterranean World and the eerie Graveyard...

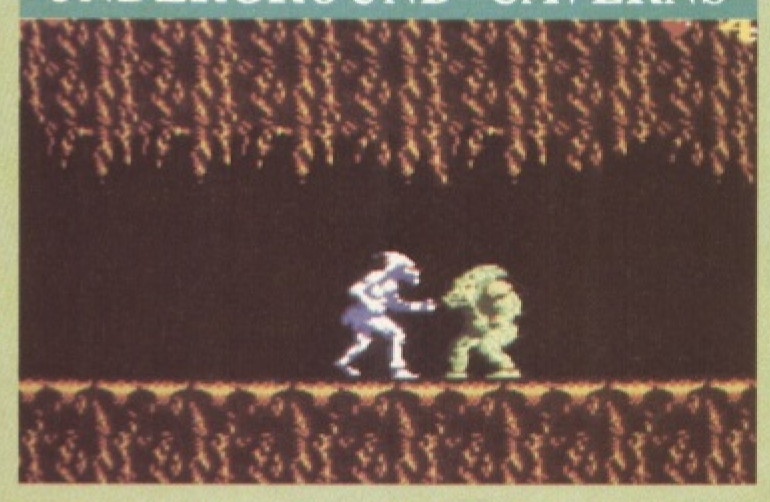
MOUNTAINS AND FORESTS



SUBTERRANEAN WORLD



UNDERGROUND CAVERNS

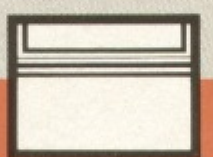






BY: TECMAGIK
PRICE: £34.99
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY







PRESENTATION 85%
Brilliantly presented, with an excellent intro sequence and a decent end-game effect.

GRAPHICS 81%
Very good indeed, with super-smooth scrolling, well defined backdrops and varied sprites.

SOUND 80%
The Amiga version's tunes are faithfully translated, although they may start to grate after a while.

PLAYABILITY 80%
The action is quite addictive, although the control method can be very annoying at times.

LASTABILITY 76%
Six big levels to explore and conquer, with many taxing puzzles to sort out before the game is finally complete.

OVERALL 80%
A few minor quibbles, but otherwise a respectable, if occasionally annoying arcade adventure.

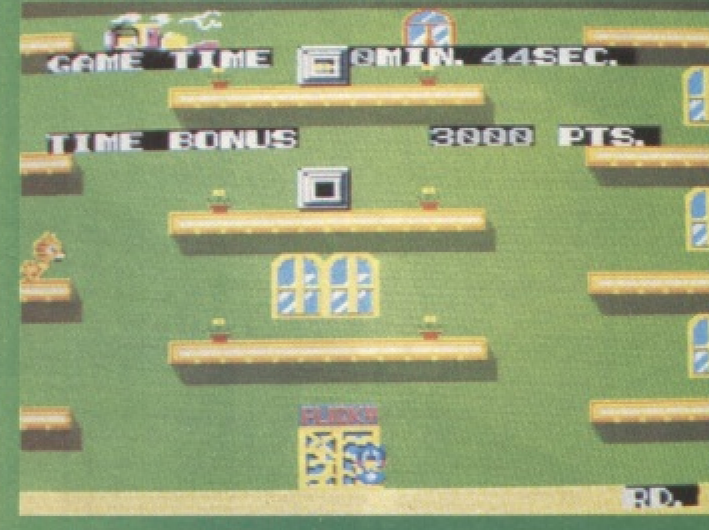

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TOP 10 CHARTS

ALL FORMATS



▲ Alien Storm: finally released officially.



▲ Flicky's doing well.



▲ EA Hockey takes the chart by storm!

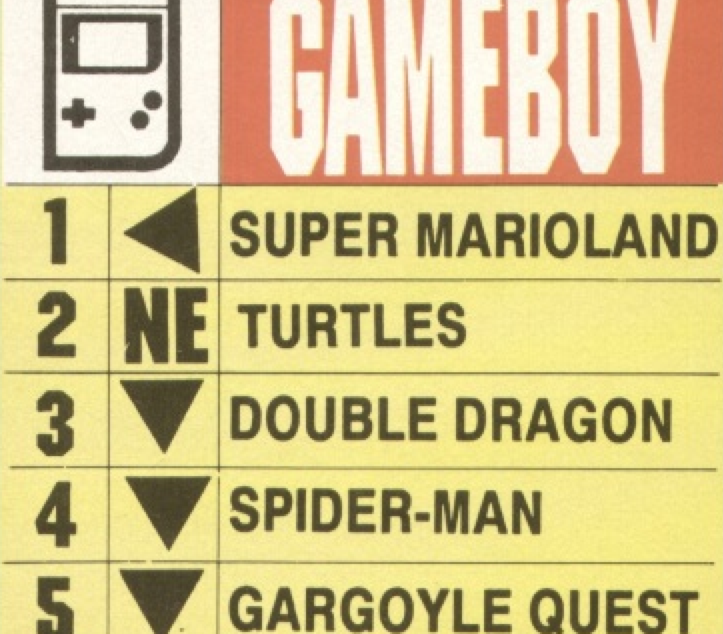


1	NE	EA HOCKEY
2	NE	STREETS OF RAGE
3	NE	ALIEN STORM
4	NE	ROAD RASH
5	▼	SPIDER-MAN
6	▼	SONIC
7	▼	FANTASIA
8	NE	FLICKY
9	NE	688 ATTACK SUB
10	▼	BLOCKOUT

MEGADRIVE

It's all change in the Megadrive chart this month. EA Ice Hockey takes the coveted number one position, closely followed by the just-released Streets of Rage! Plenty of exciting new entries abound, including Alien Storm, Road Rash, Flicky and 688 Attack Sub!





1	◀	SUPER MARIOLAND
2	NE	TURTLES
3	▼	DOUBLE DRAGON
4	▼	SPIDER-MAN
5	▼	GARGOYLE QUEST

GAMEBOY

Mario is *still* at the top! What we want to know is what has happened to the sudden avalanche of new Gameboy releases in the shops now? Aren't they selling, or something? It seems that only the Turtles are making their mark! Perhaps by next month the brill F-1 Race will hit the charts in a big way.

PREDICTIONS

NINTENDO: MARIO III
GAMEBOY: MARIO
MEGADRIVE: STREETS OF RAGE
MASTER SYSTEM: POPULOUS

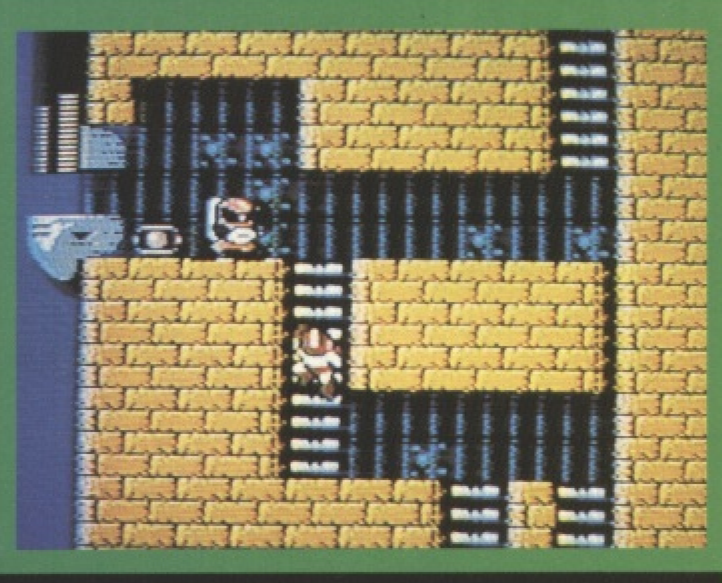


NINTENDO

1	◀	SUPER MARIO II
2	▲	DOUBLE DRAGON
3	NE	PUNCH OUT
4	▲	SOLAR JETMAN
5	▲	GREMLINS II
6	▼	KONG CLASSICS
7	NE	ROBOCOP
8	▲	DUCK TALES
9	▼	MEGAMAN II
10	▼	SUPER OFF-ROAD

NINTENDO

Mario once again holds on to the top slot, but as we said last month, its successor is ready to hit the shops and should hopefully be "doing the business" as we speak. Somewhat improbably, Double Dragon comes from nowhere and settles down quite nicely at number two. Strange...



It's Mega, Man! ▶



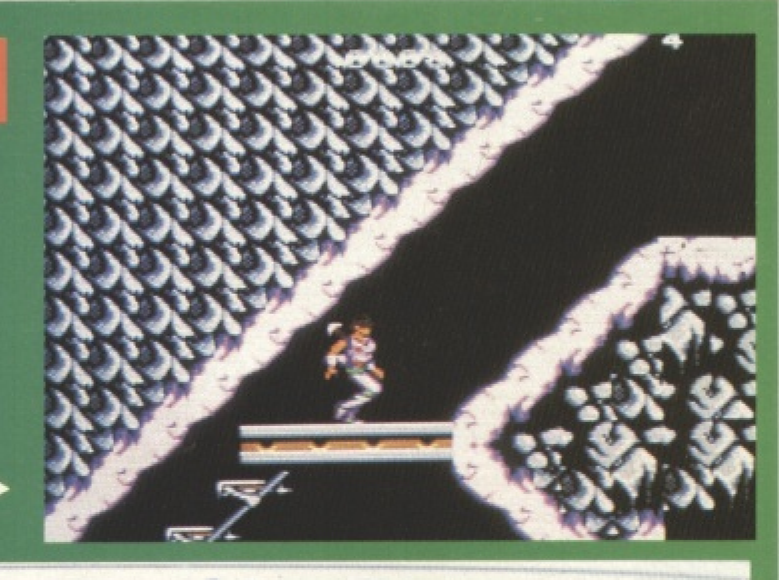
▲ *Staying out of trouble at number seven.*

SEGA

1	◀	SPIDER-MAN
2	◀	PACMANIA
3	NE	LEADERBOARD
4	NE	STRIDER
5	▼	DYNAMITE DUKE
6	◀	MICKEY MOUSE
7	▼	IMPOSS MISSION
8	▲	PAPERBOY
9	▼	AXE WARRIOR
10	NE	INDIANA JONES

SEGA

Strider and World Class Leaderboard make their mark on the 8-bit Sega chart this month, leaving Spidey at number one and Pacmania at number two. Golden Axe Warrior hangs on at number nine, but it's going down - and fast!



Sega Strider finally hits the chart. ▶



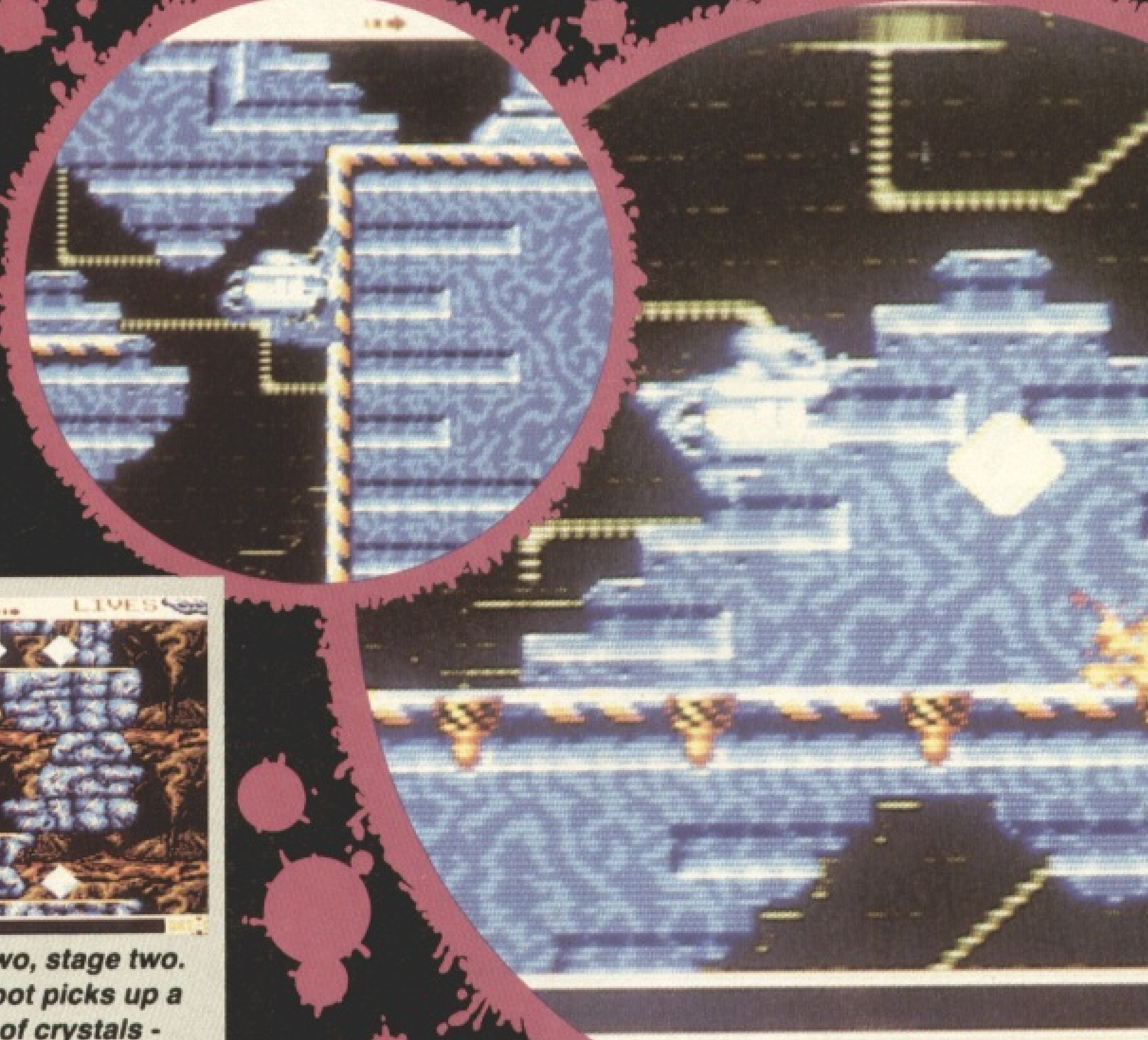
▲ *Paperboy's hanging on!*

FATAL REWIND

Take a trip to the future, if you will and participate in the 21st century's equivalent to the Noel Edmonds' whirly-wheeler - Fatal Rewind. In this time, blood lust equals high viewing figures. For the contestants themselves, driven by poverty into taking part, the rewards are high - but the stakes are higher. Perform well in Fatal Rewind and you're rewarded with a big fat pile of lovely cash. The key is to survive - and thus entertain. If you die... well, that's life isn't it? Or rather not, as the case may be.

The general format of the game is remarkably simple. The contestant, encased in a robotic shell, travels around the eight-way scrolling platform landscape. His objective is simply to reach the exit far above. To achieve this end, he uses the robot's spider-like abilities to scale walls and jump platforms. Attack waves are materialised into the playing area to increase problems, but a few shots of the robot's in-built cannon should be enough to see them off. But the real problem is caused by the vast amounts of deadly acid being pumped into the Fatal Rewind arena. So it's a race against time to get to the next level before the one you're on fills up and dissolves you alive.

As you progress into this killing game show, the odds that you'll live diminish dramatically. Can you survive the growing intelligence of the attack drones AND the ever-increasing acid level? Play Fatal Rewind and find out!



OBJECTS OF DERISION

Along with interesting weapons, some very curious items are dotted around each stage of Fatal Rewind. Perhaps the most helpful are the extra energy icons, which should be activated at times of dire need in order to regain some vital energy. Also available are mysterious items like The Oracle (which seems to just waste a lot of time). A device is also available which when activated, temporarily stops the flow of acid being pumped into the Fatal Rewind studio.



▲ ***This is level two, stage two. Here, your robot picks up a large amount of crystals - each giving loads of points!***

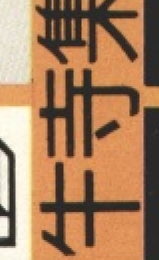
▼ ***Your robot, about to pick up the Oracle. At certain points this gives out very useful information.***



KEYS 'N' LOCKS

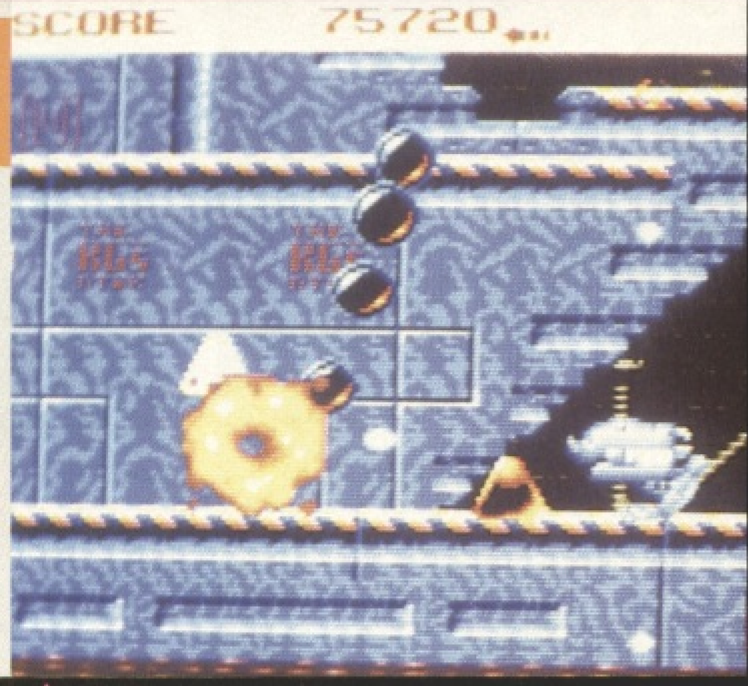
Reaching the higher levels of each stage is made all the more difficult by the inclusion of locked doors. Your robot can only conquer this hazard by locating the suitable key. To make matters a little more tolerable, the shape of the keyhole makes choosing the correct key a lot easier. For example, if there's a big triangular keyhole, grabbing hold of a triangle-shaped key would be the clever thing to do.

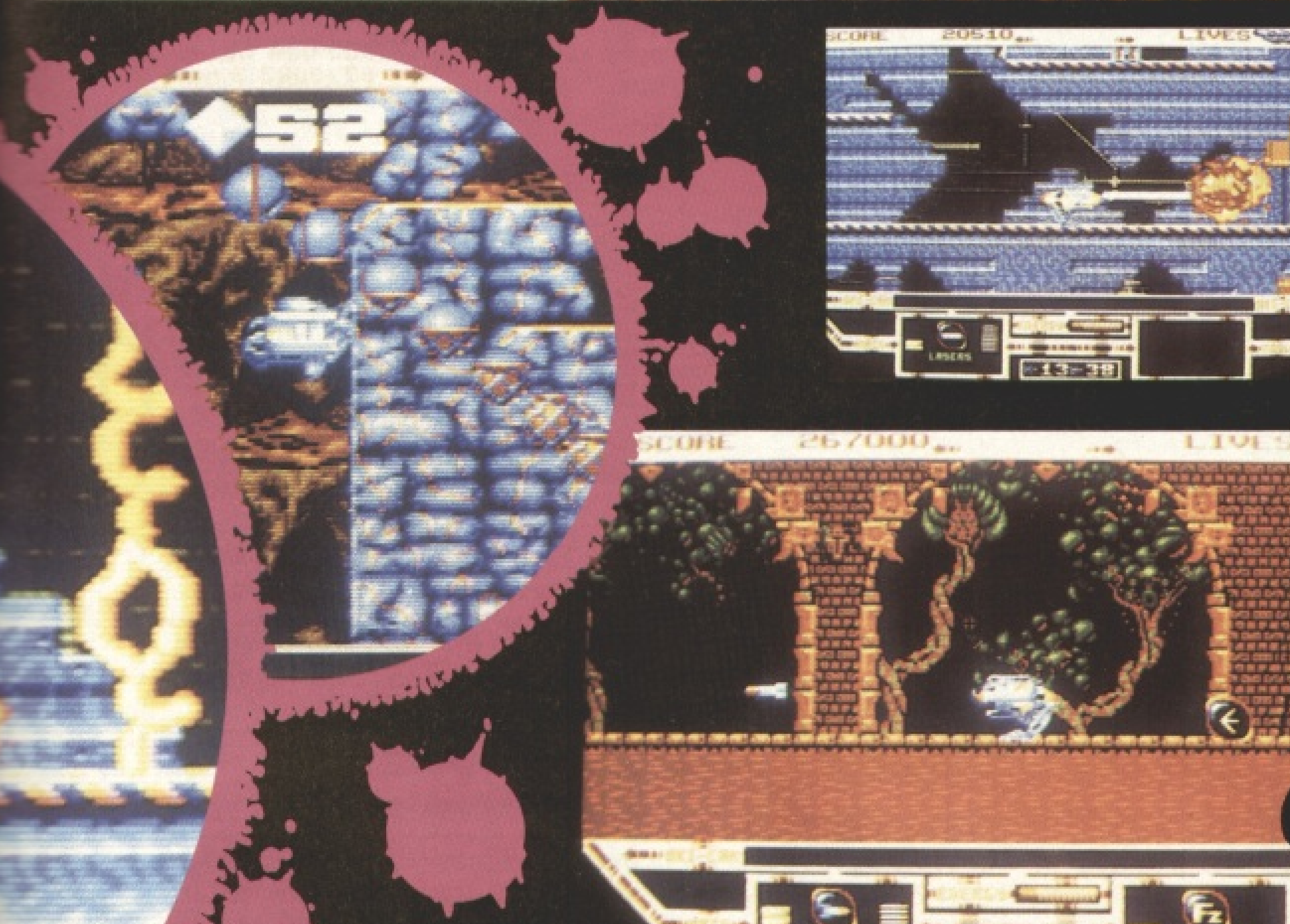




WAVES OF TERROR

The main problems occur when the Fatal Rewind authorities beam in some enemy drones to cause you some problems. The longer you stay in the game, the deadlier they become. The first few waves are incredibly easy to destroy, but later waves adopt more intricate attack patterns and appear in larger numbers. Destroy a complete attack wave and 1000 points are yours, as well as a precious energy-giving icon.







BLAST-O-RAMA



SIDE-SHOT: Vertical shots are added to your robot's armoury, destroying enemy drones on contact! Very useful in the early stages.



LASER: Normal shots are absorbed on their first target. This cuts through enemies like a hot knife through butter.



SPREAD FIRE: Similar to the side-shot, but directs more bolts in the general direction your robot is facing.



ROCKETS: Unfortunately, these suckers don't home in on targets. However, this weapon is one of the most powerful in the whole game!



FREEZE: Use this when the going gets tough to freeze the ever-rising tide of acid! Watch out though, it can only be used a few times!

COMMENT



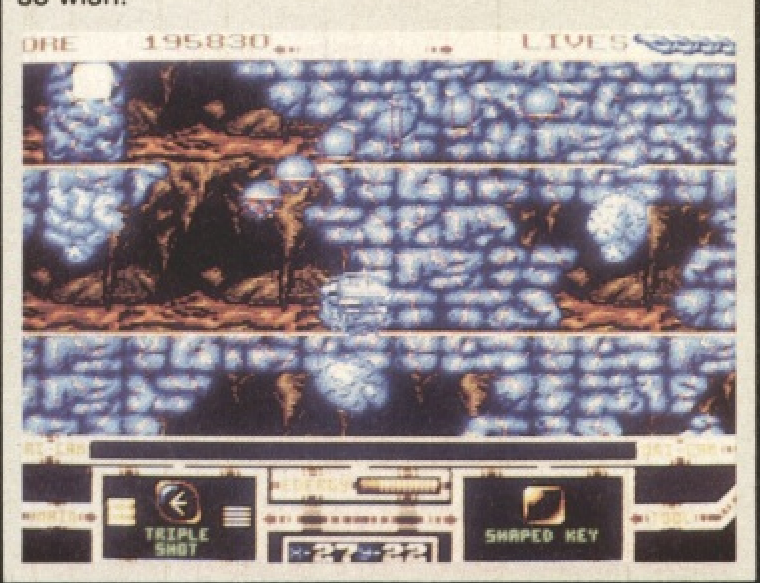
RICH

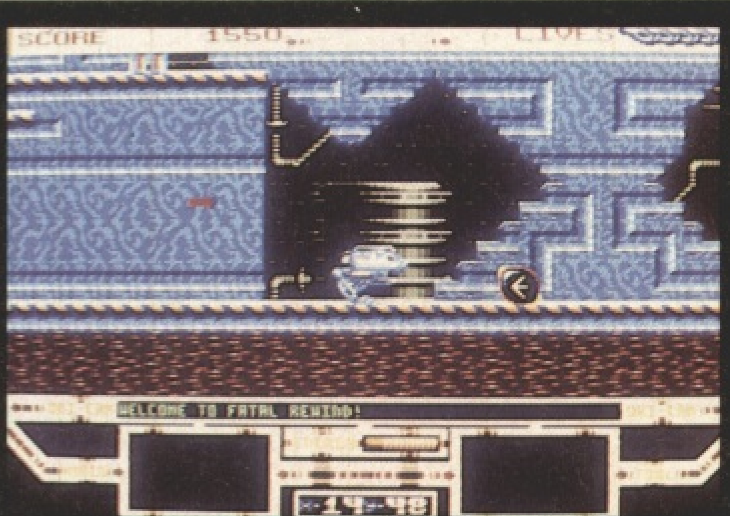
Fatal Rewind is practically identical to the Amiga Killing Game Show, and I was a mite cynical of the game's merits when I first gave it a whirl. Luckily, my skepticism proved to be completely unfounded. Fatal Rewind is a great, very challenging game indeed, with some great graphical effects and varied levels. Whilst a lot of Megadrive games these days are completed within a few days, Fatal Rewind offers loads of challenge in all sixteen of its levels. There are only a few niggles that stop it from receiving Megagame status. First of all, I'd like to meet the person who made UP on the joypad perform the same function as the jump button. In the heat of battle, the amount of times you jump because you accidentally push UP on the pad is unbelievable. What's the point when one of the buttons does the same thing? Why not have different configurations of joypad controls on the options screen? I also found the unforgiving gameplay very frustrating. Completing the level isn't reliant on skill so much as remembering where the keys are. But still, apart from those minor grumbles, Fatal Rewind is still a very good blast 'em up, well worth your investing your pounds sterling in.



ON-SCREEN REPLAY!

Should you meet with an untimely doom, you are automatically given a replay of your antics, starting from the beginning of that level until your eventual destruction. However, with a stab of just one button you can stop the Fatal Rewind and carry one at the point of your choice. Should you completely muck up the level, you can play from the beginning should you so wish.

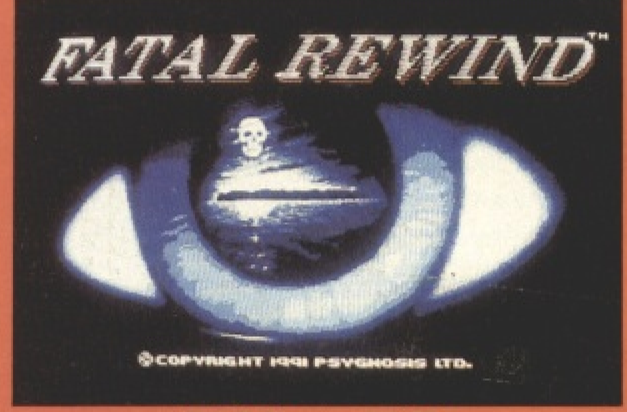




COMMENT

JULIAN

I really enjoyed playing the Amiga version of this (which was called Killing Game Show), and am pleased to see that all its challenge and appeal have been captured in this Megadrive conversion. The graphics are varied in quality (the main sprite is brilliant, the enemies are unimaginative and simplistic and the backdrops range from good to excellent) and the sound is rather non-rescript, but it's the gameplay where Fatal Rewind is strongest. Finding the right route around each level takes plenty of practice, and mapping as you go certainly helps, especially when you consider that there are 16 different pits of death, each with either two or three sub-levels to memorise! The action is fast and furious, and you really have to think on your feet to blast everything that gets in your way AND keep out of the ever-rising acid! It's a totally frantic and occasionally frustrating game, but it kept me going back to the Megadrive time and time again. I can see that some players might find the sheer pace a little too relentless and unforgiving to be enjoyable, but if like me you're a fan of very challenging, fast and furious arcade-style games which require lightning reflexes and rapid reactions, this is a game you should definitely get for your collection.

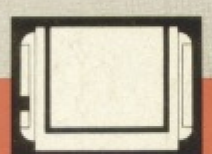


BY: EA

PRICE: £34.99

RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 1-5
CONTINUES: 0-3
SKILL LEVELS: 4
RESPONSIVENESS: OKAY







PRESENTATION 88%

Plenty of options that let you tweak the gameplay, although dodgy the control method is very annoying indeed.

GRAPHICS 90%

Finely detailed, smooth, parallax-scrolling backdrops and superb sprites.

SOUND 81%

Some good tunes on offer here, along with good effects.

PLAYABILITY 84%

Fatal Rewind is great to play from the word go and the compulsion to see the next level is strong.

LASTABILITY 82%

Sixteen very long, very hard levels, each with at least two sub-levels to conquer - not a game you'll beat overnight.

OVERALL 83%

A rewarding, challenging shoot 'em up with only minor faults stopping it from getting a higher mark.

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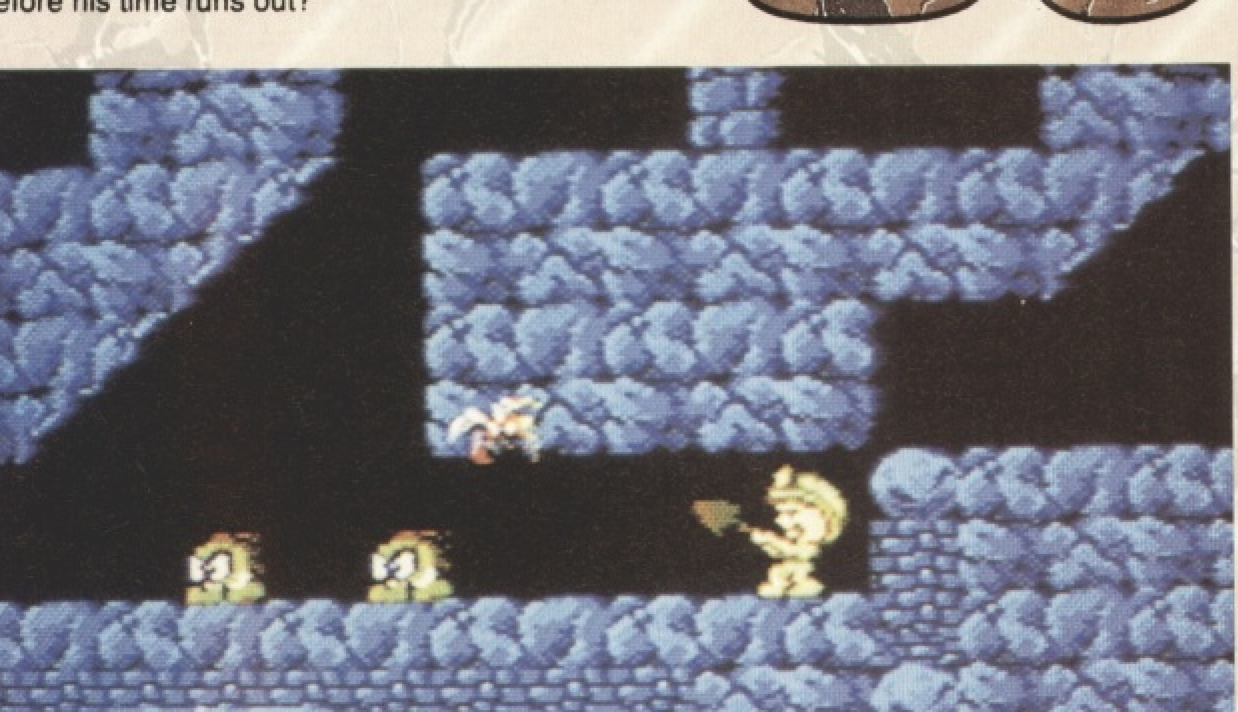
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Digger is a man with a mission, and that is to make himself a fat pile of cash by emptying the lost diamond mines of the world of their booty. Trouble is, the inhabitants of the mines, horrid killer insects, aren't too happy about this intrusion, and they're out in force to stop our intrepid jewel-thief. Not only this, but Digger picked up a satchel containing nothing but empty Windolene tubs instead of his sandwiches and maps, so once inside the mines, he has to find his own way out before the exit is sealed forever.

Digger's adventures are portrayed in something like a side-on version of Boulderdash, with our hero running around, jumping pits, digging tunnels and blatting nasties with his trusty shovel. Can you get Digger past the mine guardian with all his diamonds before his time runs out?





▲ An inane smirk marks the arrival of Digger!



ON THE PILL

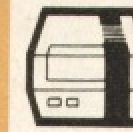
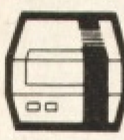
If you're especially lucky, you'll stumble across a mega-pill. If you hit one of these, it flares up and speeds away from you. If you're quick and you catch it before it hits a wall, you're transformed into a super-fast invincible dig-warrior of doom, but be careful, as the effects don't last forever.

ROCK-TABULOUS

Not all the soil in Digger T Rock can be penetrated with Digger's faithful spade. Some of it needs to be blasted with dynamite left behind by other unfortunate miners, and some of it can't be destroyed at all! Also, liberally dispersed through the game are boulders. These are chunks of indestructible rock that drop downwards when the surrounding soil is scraped away. Should Digger be stupid enough to stay underneath one of these whilst on its descent, it's hello Mr Pancake.







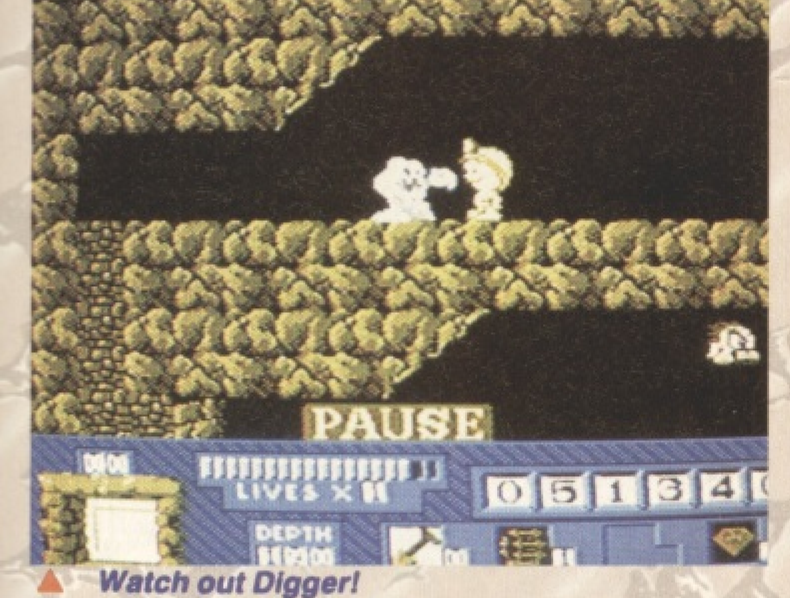
Digger versus the diamond guardian!



COMMENT

RADION

It's great to see a new interpretation of a classic game, namely Boulderdash. By twisting the action into a platform-esque format, Rare have actually improved on the old gameplay - after a couple of goes I became hooked! The maps are full of traps, one-way systems and secret warps, and even combinations of all three, and this conspires to produce a truly absorbing game. There is a strong compulsion to see the next level, which leads to one quick game turning into an hour of continuous play! Later levels become quite intricate, and it's a good idea to make maps of these to stop you doubling back on yourself. But no matter how lost you may be there's always a way out, which puts an end to those put-in-an-impossible-position-by-the-console blues, and encourages deeper exploration of each level. Rare have put in yet another impressive performance, and one which NES owners should seriously consider purchasing.



Watch out Digger!



Digger's overjoyed to reach the exit.



Digger walks into a brick wall.



DIG THOSE CRAZY ITEMS

Scattered around each level is a selection of fab items to help you in your quest for riches. Dynamite blows away certain walls, pebbles are thrown at enemies and ladders help you to reach higher platforms that are just beyond the reach of your normal jumping abilities. For the most part, however, these objects are randomly placed, which can result in a hard time as you search for the stuff you need to complete the level.





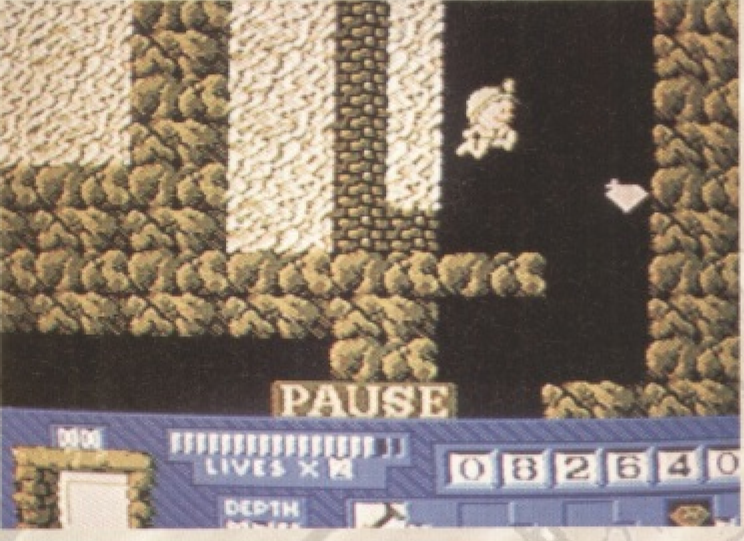
COMMENT



JULIAN

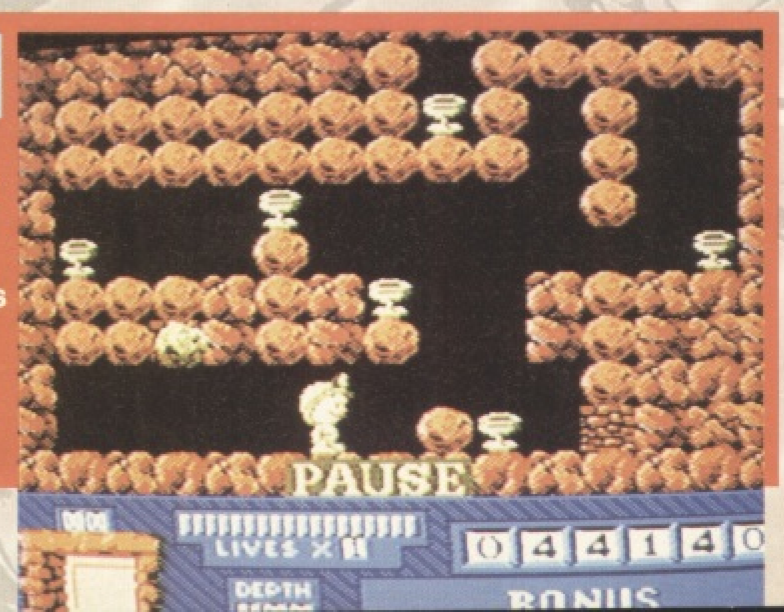
Similar in concept to Boulderdash, but with much more to it, Digger T Rock is yet another brilliant game from Rare. Oozing quality from the outset, the beautifully-drawn cute graphics and catchy music provide instant appeal, and the tricky, but highly addictive action keeps you playing. There are plenty of secrets to uncover, including short cuts around the screen and warps to later levels (so I've been told, but I can't find 'em). If you're a fan of Boulderdash, or are just after a game that provides plenty of fun and challenge, check this out - one go and you'll be hooked!





BONUS SCREENS

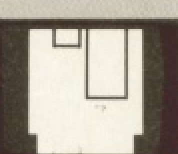
After successfully completing a level, Digger is warped to a bonus cavern, where points a-plenty are there for the taking. Rocks drop from the ceiling, blocking off routes to some diamonds, and opening up routes to others. Learning the pattern of boulder-dropping is the key to success here.



MILTON BRADLEY PRESENTS
DIGGER
THE LEGEND OF THE LOST CITY
STARRING DIGGER T. ROCK
©1990 RARE LTD.
PRESS

BY: RARE
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT







PRESENTATION 68%

Very little in the way of options, and a sparse intro.

GRAPHICS 78%

Well-animated, and quite neatly-defined sprites, and the main figure is a hoot to watch.

SOUND 79%

Catchy tunes and effects which suit the manic atmosphere.

PLAYABILITY 89%

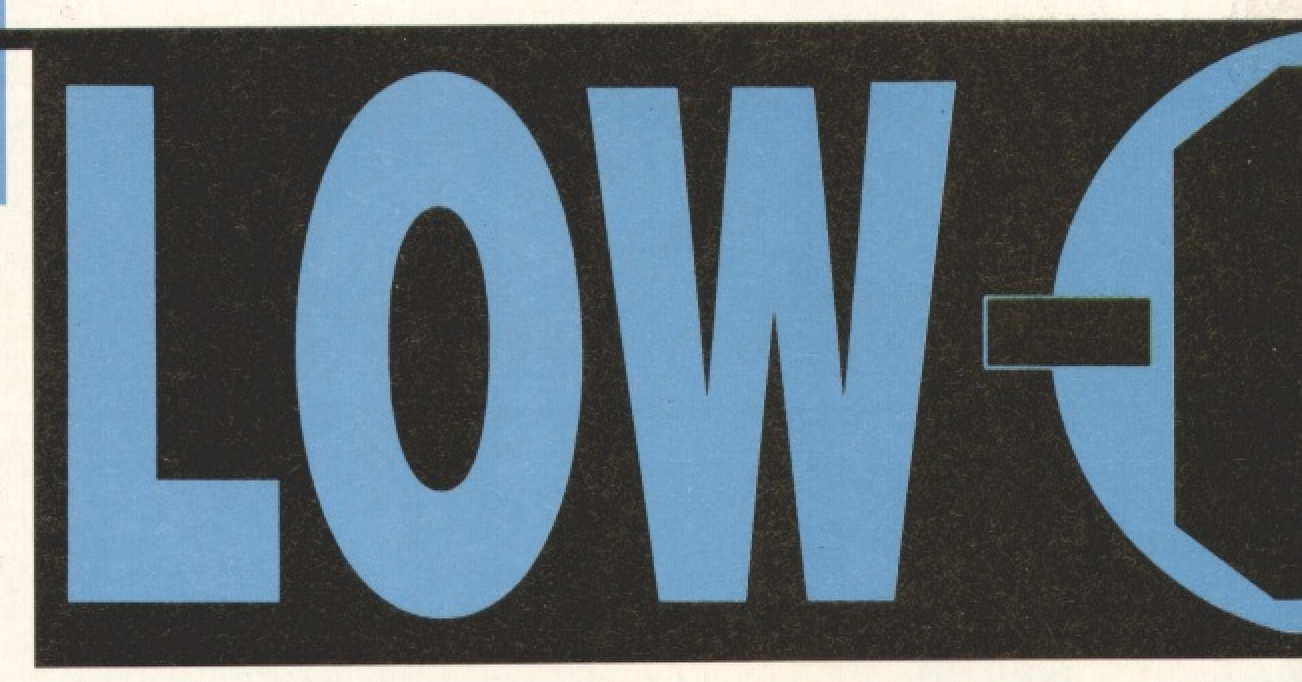
Easy to get in to, and maddeningly addictive.

LASTABILITY 87%

Plenty of levels and an enjoyable challenge keep you coming back for more.

OVERALL 89%

A fantastic game that packs considerable long-term enjoyment. Check it out.



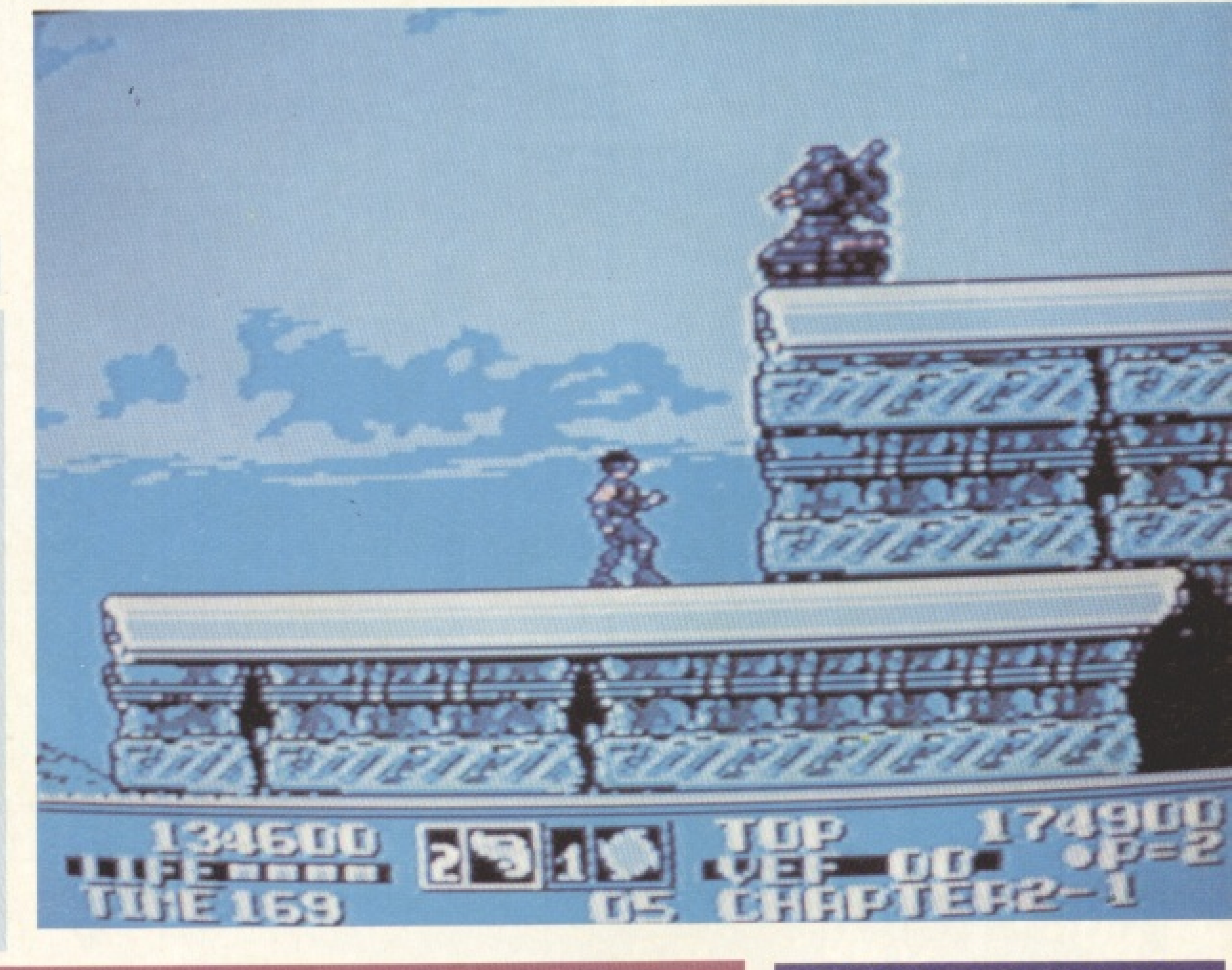
Oh no! A series of disasters have befallen a space exploration colony and in a bizarre twist of inexplicable fate, the robots have turned against their masters and now rule the colony - imprisoning any humans they find!

The Earth authorities are more than a bit annoyed to say the least. Previous attempts to liberate the colony have ended in failure - the robotic defences are just too strong for even the most highly trained men. For a situation this dangerous, a superhero is required - a superhuman being like Low-G Man for instance. He may not have superhuman strength, but Low-G Man makes a mockery of Newton's laws of physics by being able to jump massive heights and land softly, rather than being transformed rather violently into an embarrassing red mess. He's also trained in the use of super-effective military hardware - just the ticket for blasting the seven shades out of those mad robotic scum!

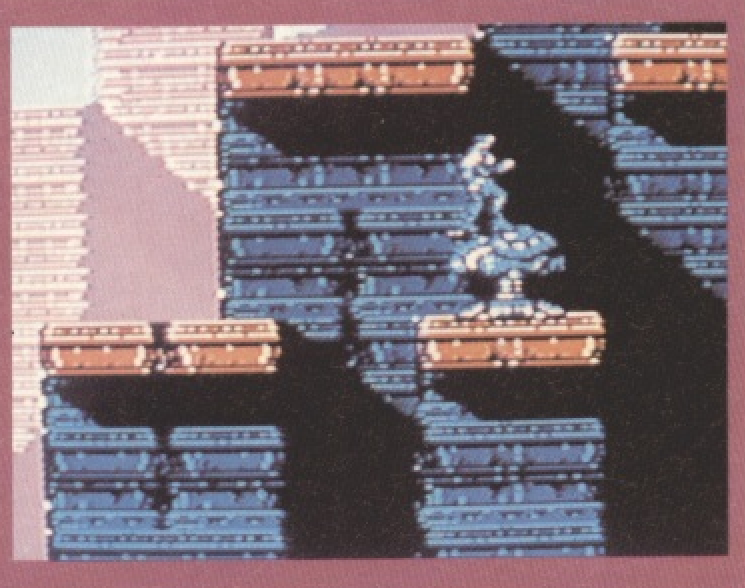
COMMENT



Low-G Man looked like rather a pathetic effort when I first loaded it up into our trusty NES. The sound is rather grating and the graphics look pretty gaudy. This isn't made any better owing to the jerky scrolling. But for some strange reason I found the low-gravity action really enthralling. I think it's perhaps because the game's difficulty level is set at just the right level. It took me about three quarters of an hour to get onto the second level, but the time spent wasn't frustrating at all. It's also a good laugh trying out all of the different weapons and purloining the armoured transports from the robots. Low-G Man isn't an essential buy, but if you've got the cash spare, give it a whirl!

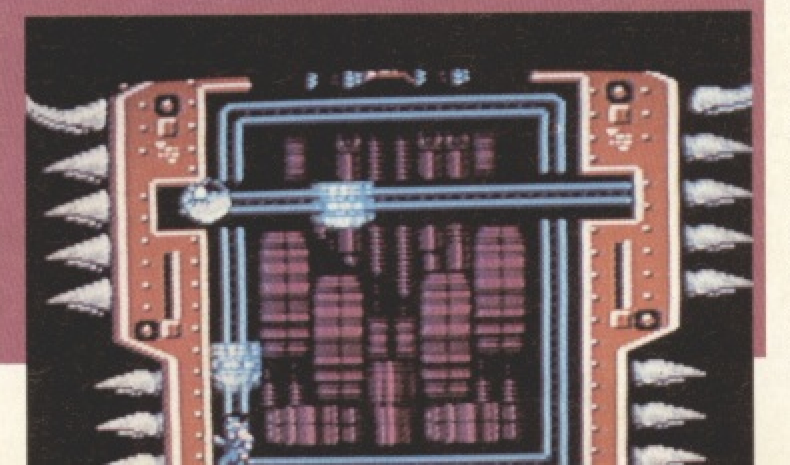




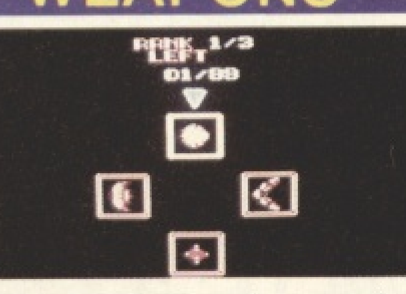


LEVEL ARCHITECTURE

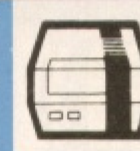
Each level is made up three sub-levels. The first two are expansive eight-way scrolling landscapes with a mini-guardian at the end of each, who are just waiting for some low-gravity japery. The third sub-level pits the almost weightless wonder against a truly massive (sometimes over a screen big) guardian, just itching to knock the smelly stuff out of our high-jumping chum!



SWITCHING WEAPONS

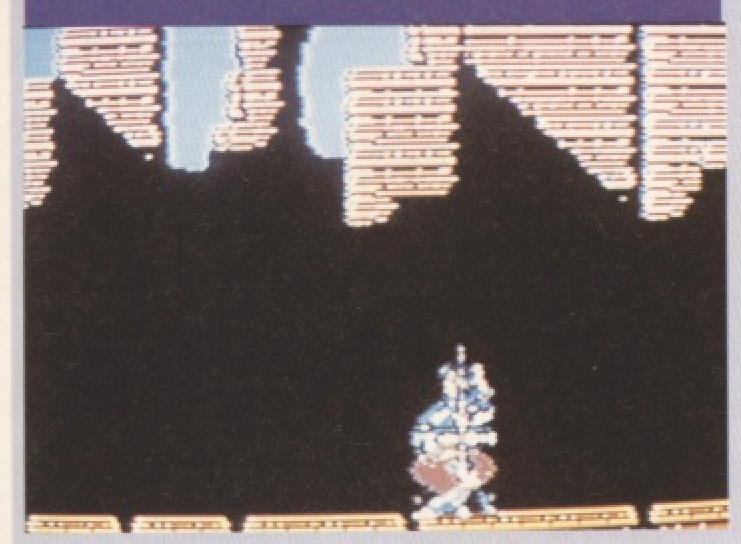


Pressing START on the joypad brings up the extra weapons select screen. Provided you've stocked up on the appropriate weapons icons, it's possible to select any of these weapons at any time for use against the robot menace. Deadly boomerangs, bombs and fireballs are just three of the weapons available for slapping those deranged robots about. This sort of specialised hardware is also just the ticket for damaging some of the game's more powerful guardians.

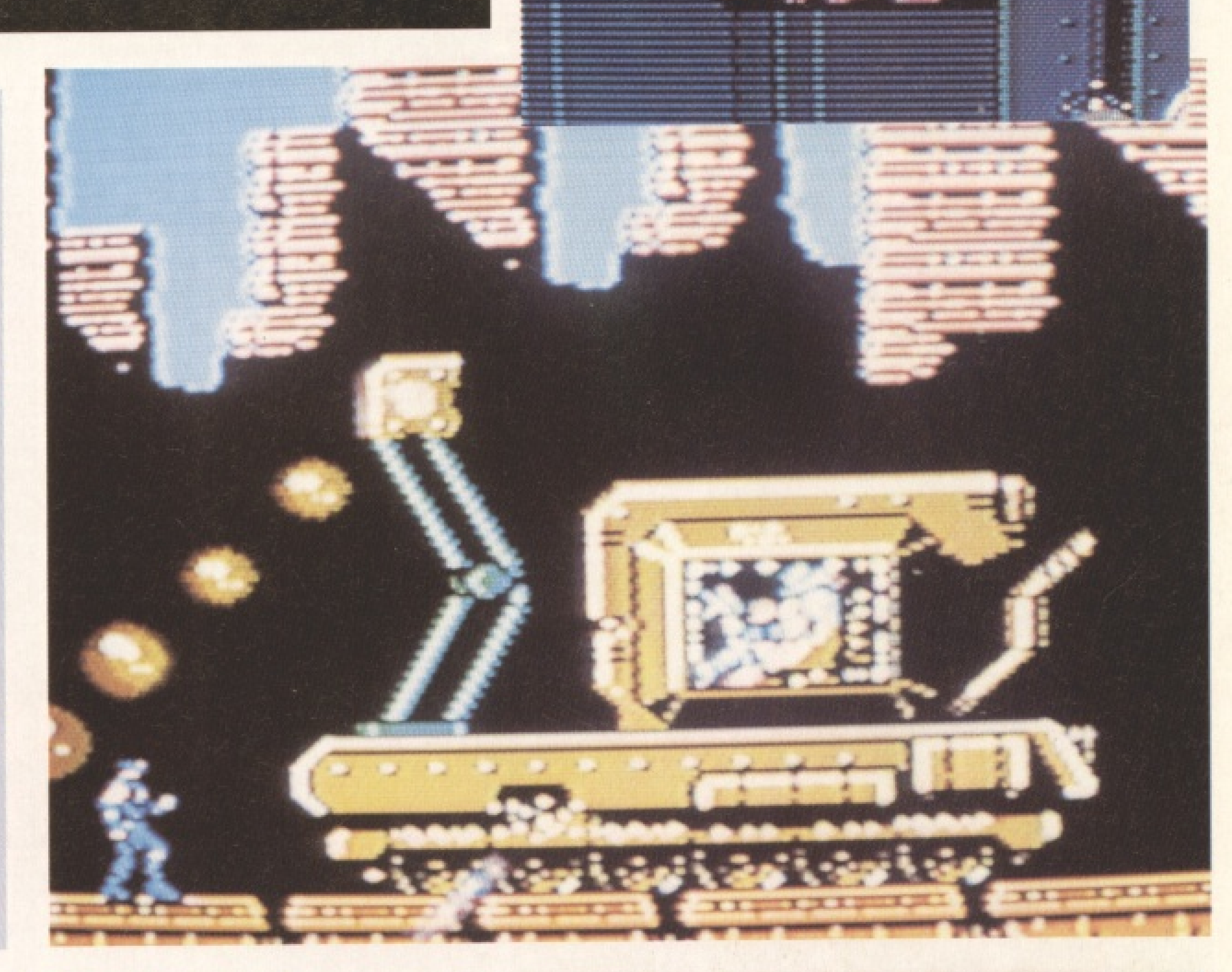



G-MAN

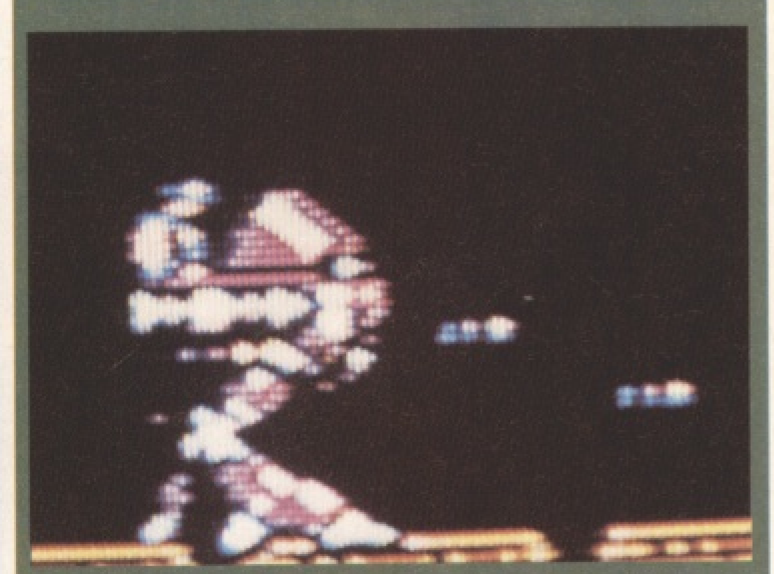
A SPIKE UP THE BOTTOM



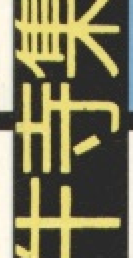
Low-G Man's usual form of taking out robotic scum involves stunning them first with his massive zap gun. After this, Low-G's next priory is to jump atop the disabled robot and pierce it with his massive spike. After a couple of well-placed prods, the robot explodes, possibly releasing a bonus icon - hurrah!



LOW-G JOY-RIDING



All manner of robot-commandeered mobile military hardware is in pursuit of Low-G Man. However, he fights back by disabling the transport with his zap gun and spiking the driver. After that, he can jump in and drive about to his heart's content making use of the vehicle's superior weaponry - but watch out for the rapidly diminishing fuel level!



NINTENDO



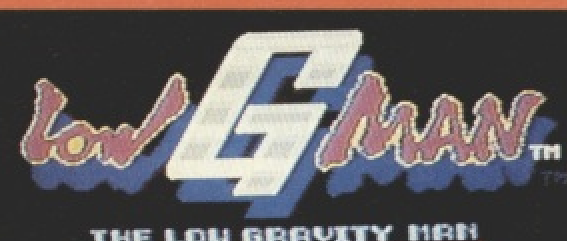
REVIEW

COMMENT



Although Low-G Man fails to deliver anything decent in the graphics and sound stakes, it's surprisingly addictive and kept me playing far longer than I had anticipated

JULIAN (and now I've got to work late to finish this review - boo!). The action is fast and furious, and there's plenty of challenge, particularly when you start to take on the giant-sized end-of-level baddies! If you're after an enjoyable arcade-style game that'll keep you going for a good few weeks, check this out.



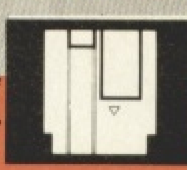
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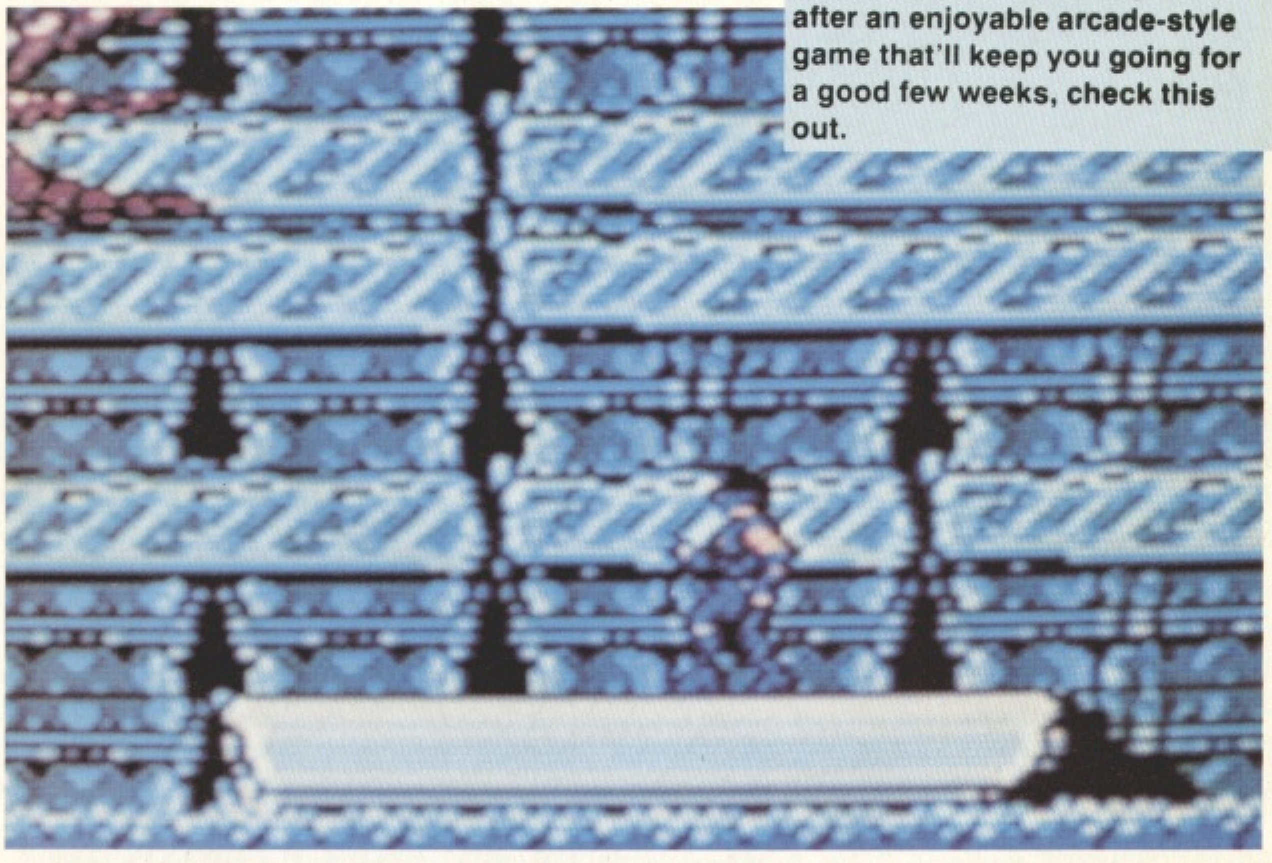
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS:
RESPONSIVENESS:



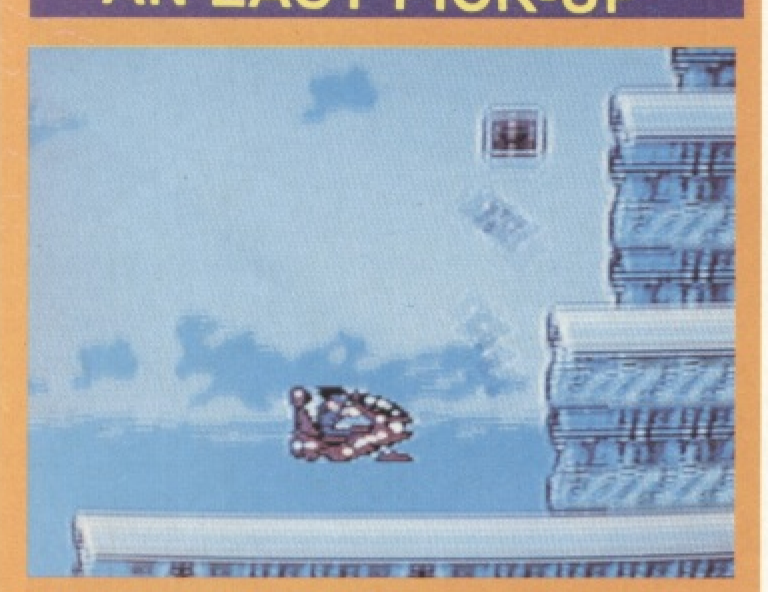




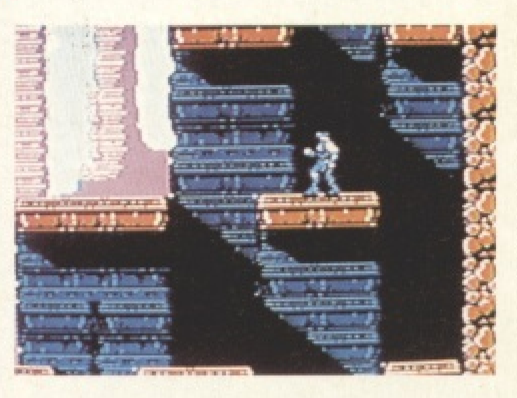




AN EASY PICK-UP



Blasting some of the robots causes a tasty icon to appear to boost Low-G Man's abilities. These range from extra energy for Low-G Man's power bar to power-ups for his zap gun. Also, look out for the purple liquid potions. Collect one of these and Low-G Man's gravity-defying powers are boosted still further, enabling our hero to jump even higher and further!





PRESENTATION 80%

A very strange story kicks off the action and there are two skill levels and a password feature.

GRAPHICS 69%

Pretty badly drawn on the whole, with gaudy colour schemes thrown in for good measure.

SOUND 65%

Tunes that grate after a few minutes' play and sparse effects.

PLAYABILITY 86%

The game is immediately addictive, with a well-judged difficulty level to keep you playing.

LASTABILITY 81%

Loads of levels to conquer and getting to the later ones is really trying.

OVERALL 84%

A graphical travesty, but Low-G Man delivers in the playability department and offers plenty of thrills 'n' spills.

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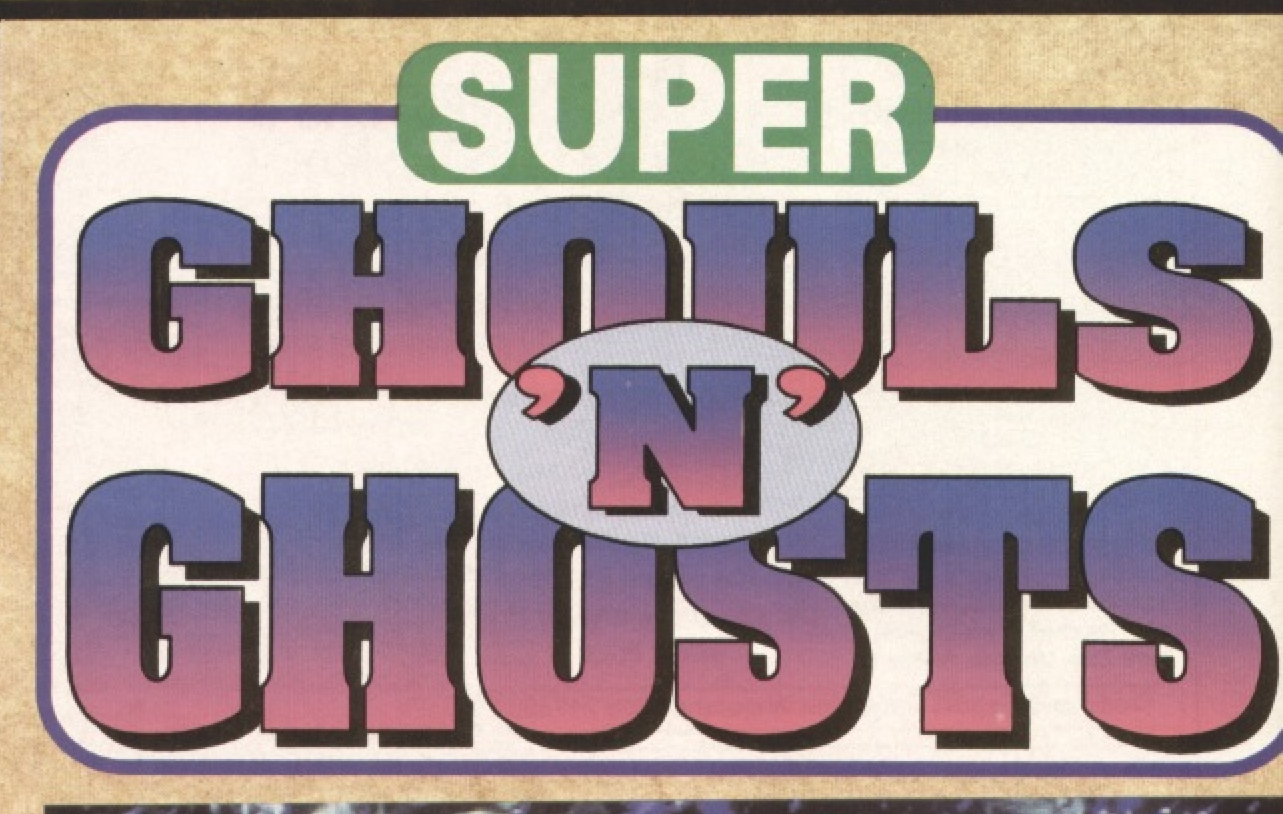
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SUPER GHOULS 'N' GHOSTS

Sir Arthur is in trouble again! There he was, just "enjoying the company" of his gorgeous, pouting, shapely, curvaceous royal girlfriend when all of a sudden a demon from the foul reaches of hell swoops down and abducts her! Arthur is obviously a tad annoyed. After all, this is the third time a similar situation has occurred (firstly in the coin-op Ghosts 'n' Goblins and secondly in the follow-up Ghouls 'n' Ghosts). Once again, only a daring quest through enemy territory will result in the fairy tale couple being reunited - hurrah!

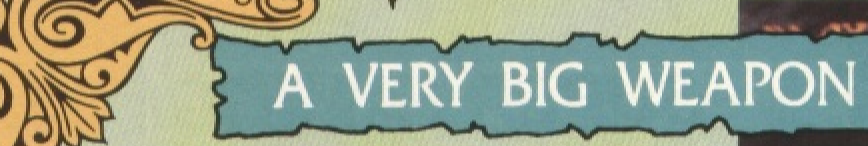
This generally involves traversing seven eight-way scrolling levels, coping with all manner of evil creatures intent on depriving you of your life. However, Arthur is well-endowed in the offence department and is capable of firing plenty of magic weapons at the evil ones. He starts the game with an infinite supply of magic lances, but plenty of different pick-up items are available for use during the game. The heroic knight also wears special protective armour which shatters after contact with an enemy (leaving him running around in his boxers!).

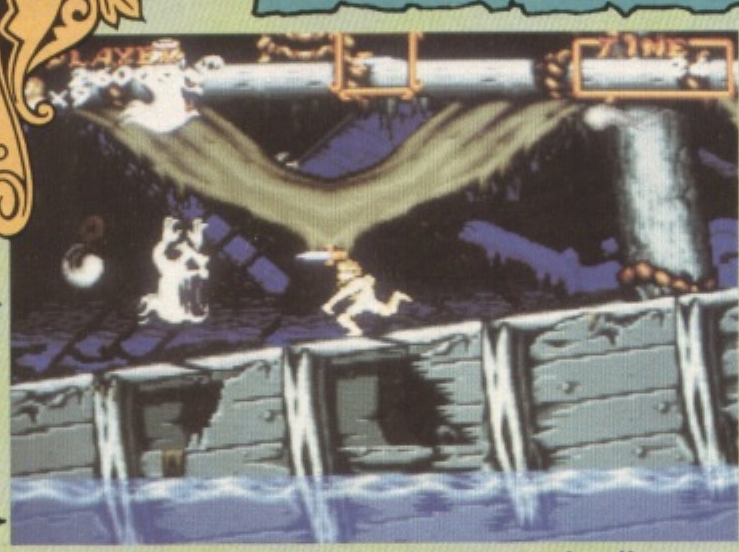


COMMENT

RICH

Well, everyone knew this was going to be the big one, and indeed, Super Ghouls 'n' Ghosts is another fine example of Super Famicom brilliance. First of all, let's start by saying that the graphics are truly exceptional. Capcom have even bettered UN Squadron in the brilliant backdrop stakes by producing some totally terrific visuals. I defy you not to be impressed by the ice level, where tons of snow falls over and behind the parallax scrolling backgrounds! The tower level too, where Arthur runs around a rotating tower is another fine example of exceptional graphics. The sound's awesome too with a kind of orchestral remix of the original Ghouls 'n' Ghosts theme. Capcom have also supplied us with a game that's high in the lastability stakes too. Even completing the first couple of levels takes some effort, and once you've battled your way to the end of the game there's a VERY nasty surprise waiting for you! Capcom are certainly producing the goods as far as Super Famicom games are concerned - Super Ghouls 'n' Ghosts is an essential purchase!





▲ Messing about on the river turns deadly...

▲ The golden



Sir Arthur finds all sorts of large, powerful weapons dotted around the Super Ghouls 'n' Ghosts landscape. Lances and daggers are standard fare. Later on in the game there's the likes of deadly meat cleavers and scythes to help you cut a swathe through the opposition. Keep well away from the "napalm" flame brand and the


Lovely backdrops, huh?


Terrifying boss, eh?

ARMOUR-PLATED ACTION

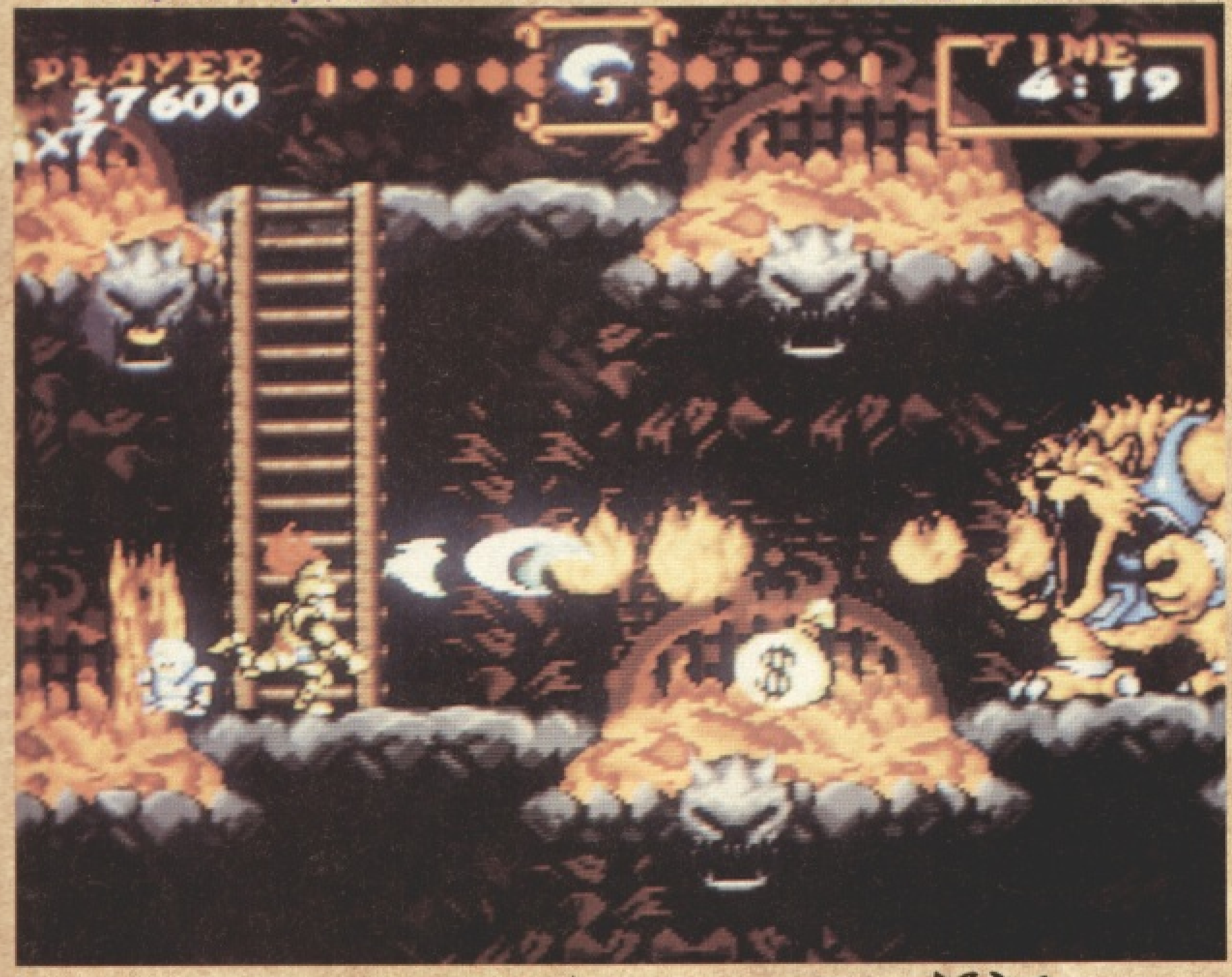
Three different suits of armour are available in Super Ghouls 'n' Ghosts. The bog-standard suit of armour has only shielding properties, but there are two others that boost your offensive capabilities.




GOLDEN ARMOUR: This has all the powers of the green armour, but also has its own power-up weapon built-in!



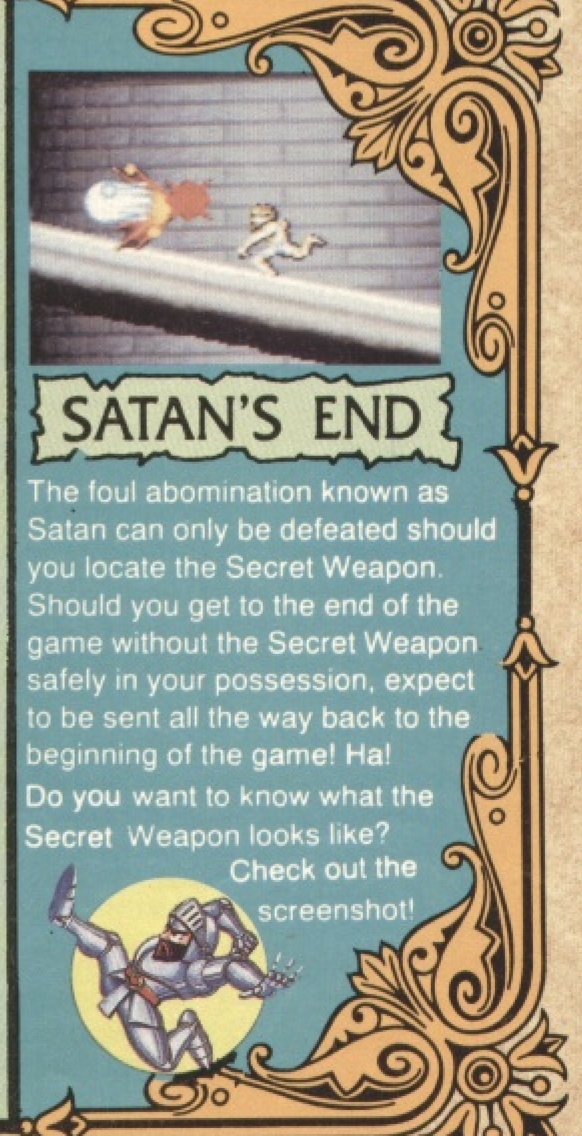

GREEN ARMOUR: Don the green armour and watch your offensive weapon double in power, gaining mystical laser-like qualities!




...en armour's power spells doom!



flying magic knives. Both weapons are the most useless piles of tosh known to man!



SATAN'S END

The foul abomination known as Satan can only be defeated should you locate the Secret Weapon. Should you get to the end of the game without the Secret Weapon safely in your possession, expect to be sent all the way back to the beginning of the game! Ha! Do you want to know what the Secret Weapon looks like? Check out the screenshot!

MEGA GAME

The crossbow in action! This green goblin-type is quite nasty!











COMMENT

I was knocked out by this when I saw it in the States back in June - in its finished form it's even better! The programmers have utilised many of the Super Famicom's special features to produce some of the most stunning graphical effects yet seen in a console game. The sinking ship, the snow-storm, the erupting ground, the sea swell... amazing stuff! And not only are the effects awesome, the graphics themselves are stupendous! Gorgeous multi-layer parallax-scrolling backdrops, brilliantly-animated sprites and excellent end-of-level baddies makes this a feast for the eyeballs. It's an aural treat too, with a series of speaker-rending orchestral pieces that add to the atmosphere. On the playability side, this is tough. Obviously not on easy level, which takes a day or so to crack, but on the harder levels where the going is difficult enough to challenge even the most skillful of Ghouls 'n' Ghosts experts! For the second time in as many months, Capcom have come up with a blisteringly hot Super Famicom game that you just have to buy!

JULIAN

HAZARDS AHOY!

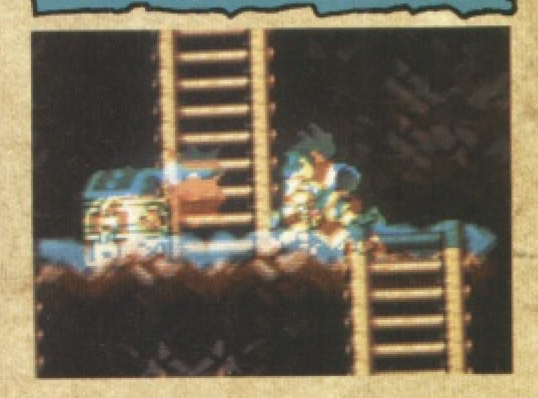


The seven levels' worth of terror are made all the more horrifying by the sheer amount of hazards in your way. Level one may look pretty simple, but it's not. When he gets to the middle of the level, Arthur has to deal with massive tidal waves that literally wash the scenery away! Things don't get any easier, either. Level two sees Arthur aboard a Marie Celeste-like ghost ship, which starts to sink as soon as our hero clambers aboard! Can you keep the knight above water AND deal with the masses of ghosts out to spook Arthur's monkey ass?

THANKS TO...

Thanks to Advanced Console Entertainment for supplying us with a review copy of this game. If you want more information about the game, call them on 071 383 0480.

LARGE CHESTS

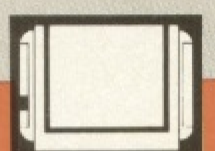


Arthur's power-up potential is greatly increased through the use of special extra items. These are either carried about in pots by the undead or hidden inside the chests that are occasionally exhumed from the bowels of the earth. But beware, because sometimes booby power-ups (like the useless napalm fire weapon) are found within. Other chest-related booby traps include the appearance of a wizard who fires shape-changing magic bolts at you! Catch one of these and you're transformed for a short period of time into either a defenseless woman or a tiny baby!



BY: CAPCOM
PRICE: £45.00
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1-9
CONTINUES: 1-9
SKILL LEVELS: 4
RESPONSIVENESS: SUPER







PRESENTATION 91%
Plenty of options to tweak the gameplay and a lengthy intro sequence.

GRAPHICS 90%
Some of the greatest backdrops and sprites yet seen in a Super Famicom game, and it doesn't slow down much either.

SOUND 94%
You'll be thinking that they've crammed in a whole orchestra into your Famicom!

PLAYABILITY 94%
Amazing gameplay that'll have you addicted within nano-seconds!

LASTABILITY 90%
Seven levels to complete, and plenty of difficulty levels to sustain interest.

OVERALL 94%
Another utterly amazing Capcom Super Famicom coin-op conversion!

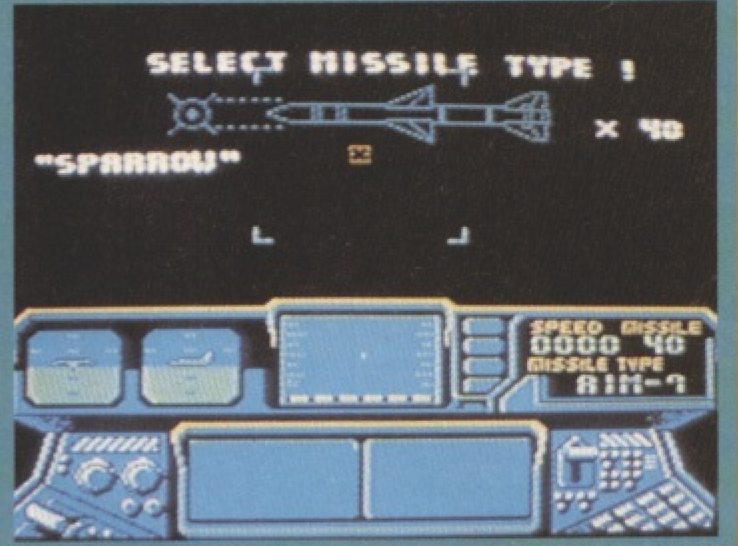
TOP GUN THE SECOND MISSION

It's war time, and as a crack pilot of the USAF "Top Gun" school of flying 'planes and shooting at things, you are naturally the first choice for a series of suicidal solo missions. In these missions it's your job to destroy key enemy sites and ultra-sophisticated new developments in order to stop the enemy. So now it's time to pack your special brown uniform, choose your fave missiles for the battles ahead, and take off in your F-14 to face impossible odds.

Top Gun 2, like it's predecessor, is a cockpit-view shoot 'em up with the usual fiddly flight-sim elements eradicated, so the action concentrates solely on shooting the enemy targets. At the end of each level, the pilot comes up against the secret weapon which he has been sent to destroy. Beat this, and you move on to the next, tougher mission.



ARMAMENT ANTICS

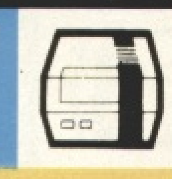


At the start of each mission, you are given a choice of missiles to get the job done. The more powerful the missile, the fewer you are granted. So if you plump for Sidewinders, you are rewarded with sixty of the blighters, but the highly effective, powerful Phoenix missiles only come in an economy-sized pack of twenty.

NOTHING UP MY SLEEVE



The F-14 you're given isn't an ordinary 'plane. Why? Because no matter how long you remain in a straight dive, you never crash! Unfortunately, the enemy aircraft aren't lacking in the old defying-the-impossible department either, and are able to seemingly travel underwater and leap out of the sea at you!





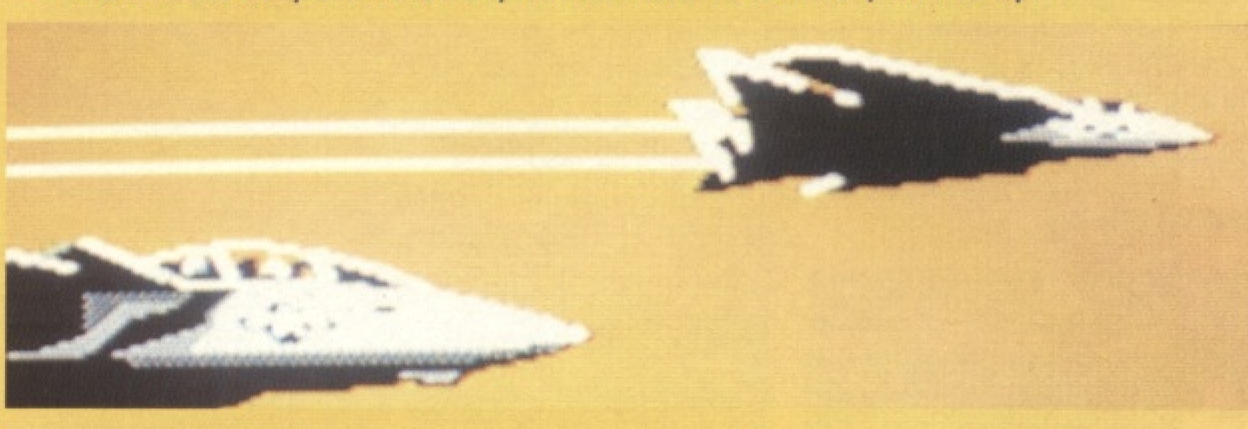


IT SLICES! IT DICES! IT PEELS!

There are three types of game in Top Gun, namely the standard one-player game where you fly missions against massed enemy forces, a one-player "versus" game, where you dogfight one-on-one with an enemy fighter of your rank, and a two-player split-screen dogfight where you blow one of your mates into oblivion (hopefully).



Maverick's despatched on a quest to find a secret weapons dump!







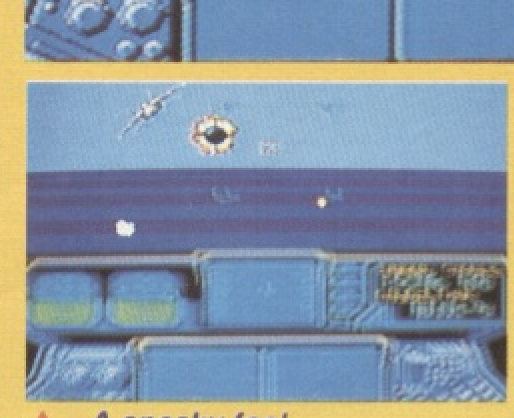
Yikes! Missile coming in!

COMMENT



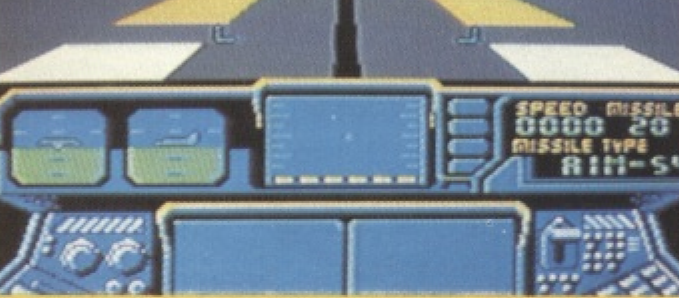
RAD

The original Top Gun game wasn't all that bad - but this is terrible. The 3D effect is blocky, jerky, unconvincing and off-putting and the sprites are badly-drawn and dull, the sound, what there is of it, is enough to make you rip your ears off and worst of all, the gameplay is awful. The collision detection is ropey to say the least, and the poor perspective makes it impossible to judge how far away incoming missiles are, let alone dodge them. The "versus" mode adds little lasting appeal as it is laughably simplistic, an average battle lasting about seven seconds. Top Gun 2 could and should have been a lot better - fans of the original are bound to be very disappointed.





A sneaky foe!



FLIGHTY FILM FIGHTERS

Top Gun is the film notorious for making a star out of Tom Cruise (doh!) and Kelly McGillis (yay!). The plot of the movie is suitably absurd. After a hair-raising encounter with some MiGs, Cruise and his buddy enroll in the Top Gun flying school where they proceed to show off quite a bit until Cruise's buddy dies. This makes our Tom a mite upset and he throws away his chance of becoming Top Gun. But then, an army of real MiGs arrive, so Tom does the decent thing and saves the day - aided by the ghost of his dead pal! Hurrah!

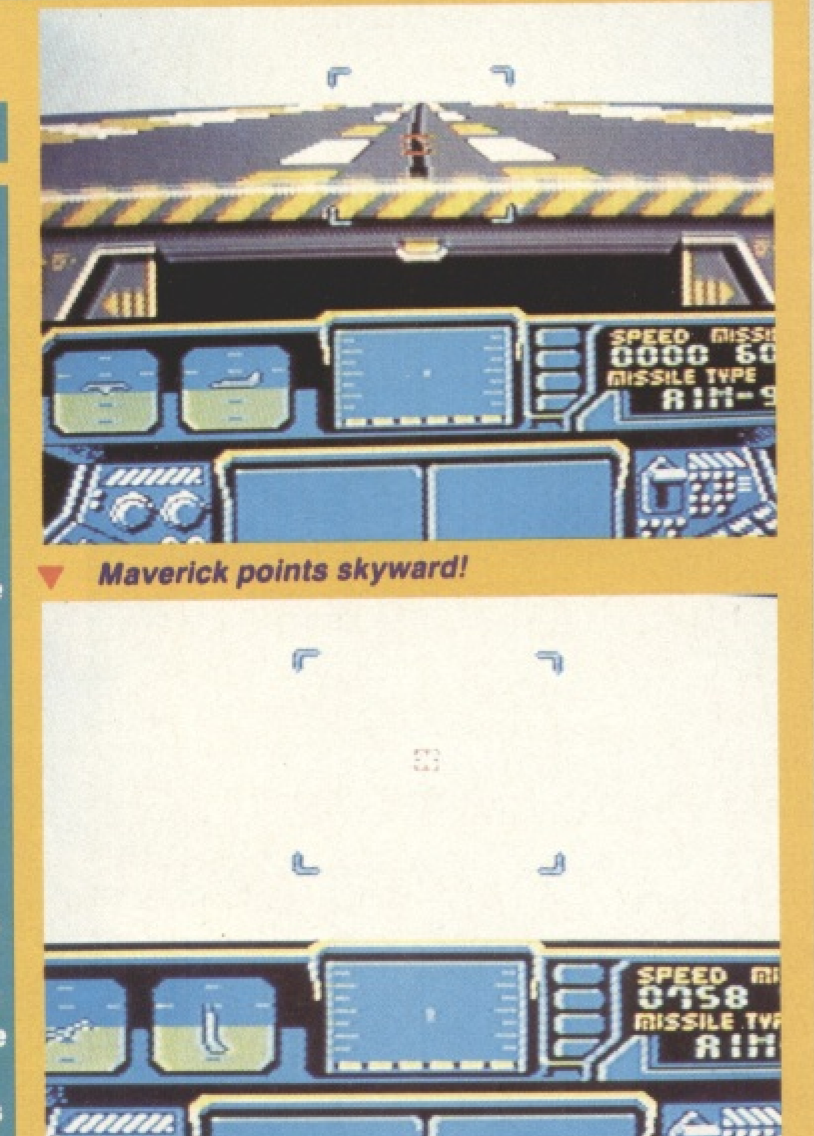
Maverick lifts off. ▶

COMMENT

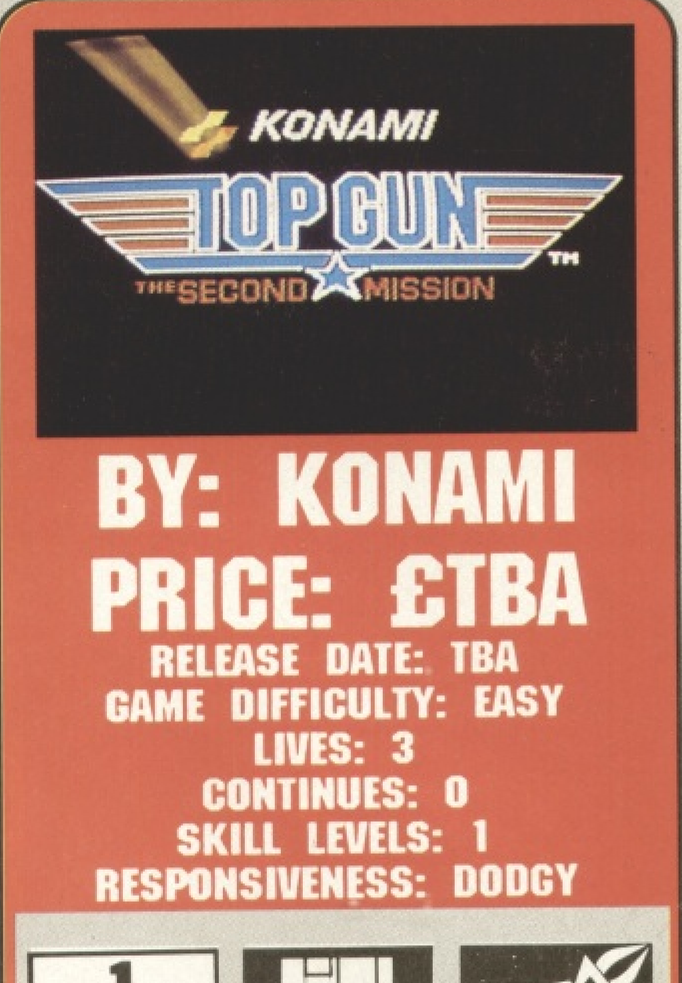


RICH

I think that Rad has been a tad harsh in his comment. Granted, Top Gun 2 will win no awards for its graphics, and the sound too is similarly unappealing. The playability is all-important though, and Top Gun 2 isn't a total disaster - it's just pretty average. It's just too simplistic to gain points for ingenuity, and not exciting enough to keep you coming back for more. I think that with better graphics and more things to do this could have been a lot better, but as it stands, Top Gun 2 just isn't realistic enough to be a sim, or thrilling enough to score in the arcade stakes. If it's airborne thrills 'n' spills you're after try out Captain Skyhawk.



▼ *Maverick points skyward!*



BY: KONAMI
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: DODGY

1 PLAYERS

PRESENTATION 68%
A few fairly useful options and some nice cartoon-style intro screens.

GRAPHICS 49%
Poor 3D perspective, blocky sprites and awful "scenery".

SOUND 42%
A small number of toshy effects and a feeble tune.

PLAYABILITY 55%
A very poor control method and completely unexciting action results in instant apathy.

LASTABILITY 35%
Even with the two-player mode, this just hasn't got enough action to keep you entertained for more than a day or two.

OVERALL 51%
A very mediocre release that will disappoint even the biggest Top Gun fan.

RATING SYSTEM

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:


SHOOT 'EM UP

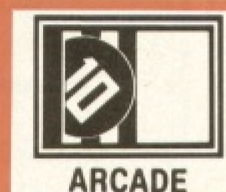

PLATFORM


BEAT 'EM UP


DRIVING

SPORTS


ADVENTURE


SIMULATION

PUZZLE

ARCADE

BATTLE SQUADRON

SELECT SCREEN

1 PLAYER
2 PLAYERS
OPTIONS

BY: 'TRONIC ARTS
PRICE: £39.99
RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 1-5
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1-2 PLAYERS

PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MARKS

90+
A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90
A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79
A pretty good game which should still appeal to fans of the genre.

45-64
An average game - might disappoint some fans.

30-44
Below average. Very few players will get much entertainment.

11-29
A very poor game indeed which will only be played a few times before being shelved.

14-
An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!





CLASSIC
This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.

FORMAT

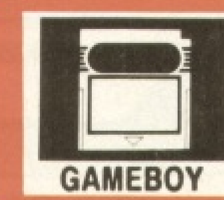
This icon tells you what type of cartridge the game is on - here's the full list:

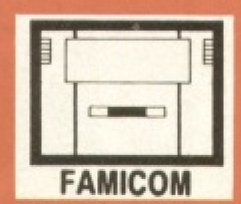

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It's the arcade puzzle game second only to Tetris in the best-puzzle-game-ever stakes. It's the game that had thousands of cool, Pepsi-drinking Californians super-glued to coin-op cabinets. It's Klax, the tic-tac-tile game requiring skill, genius and cunning amongst other things.

The aim of Klax is simply to klax. You klax by creating klaxes. As you'll see from the screenshots the game is set on a 3D ramp. Different coloured tiles roll along the ramp, and it's your job to collect these tiles and arrange them in the bin below the ramp. A klax is a just three (or more) tiles of the same colour placed ir a straight line. This straight line can be either horizontal, vertical or diagonal. Once a klax has been created, the tiles vanish, enabling you to fill up the bin with even more tiles in pursuit of more klaxes.

The game itself is divided up into 99 waves, and each wave has a different objective. For example, on wave one, you just have to complete three klaxes before moving onto wave two. Later on things get more difficult. For example, you may have to survive a tide of 100 tiles, or clock up 10,000 points to progress. Once you've completed wave 99, the game is won.

You aren't permitted to let any of the tiles fall off the ramp without you collecting them with your paddle. You're only allowed to let three go over before the game ends. Reach a warp wave, though, and your tile-count is cleared.

However, real Klax-perts couldn't care less about completing wave 99. Apparently the real test in Klax is in amassing as high a score as possible...



NAMCOT KLAX? NO THANKS!

Klax fans will probably know that a Japanese import version is also available courtesy of Namcot. However, this official UK version is a completely reprogrammed game and is in fact about twice as good as the Namcot game. So be careful when you buy!



COMMENT



JULIAN

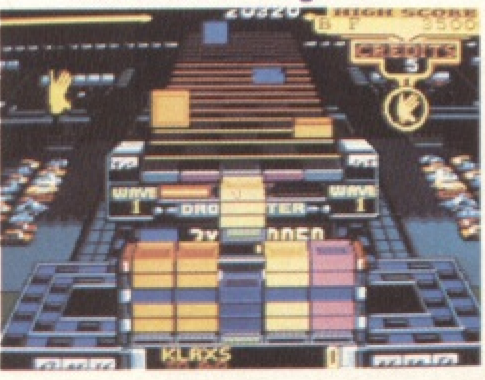
I played the imported Japanese Megadrive version of Klax last year and came away disappointed - the control method lacked precision and made playing the game unnecessarily difficult and frustrating. Expecting this official UK version to be exactly the same game, I feared the worst, but found myself pleasantly surprised. Domark/Tengen have tweaked it and made the control method far more responsive and accurate. The end result is an addictive arcade puzzle game which tests your reflexes and hand-to-eye co-ordination to their limits. I really enjoyed playing it, and although it mightn't appeal to every Megadrive owner, anyone who's after something other than platform or blasting action should definitely check it out.



WARP WAVES AHOY!

If completing the game is your prime objective, using the Warp Waves is your best bet. There's no secret as to which waves are warp waves because it tells you just before the action begins. However, to successfully warp, you must construct a BIG X (as pictured). The BIG X gives you lots of big points too. Good eh?

265,000 points are yours with this amazing klax!



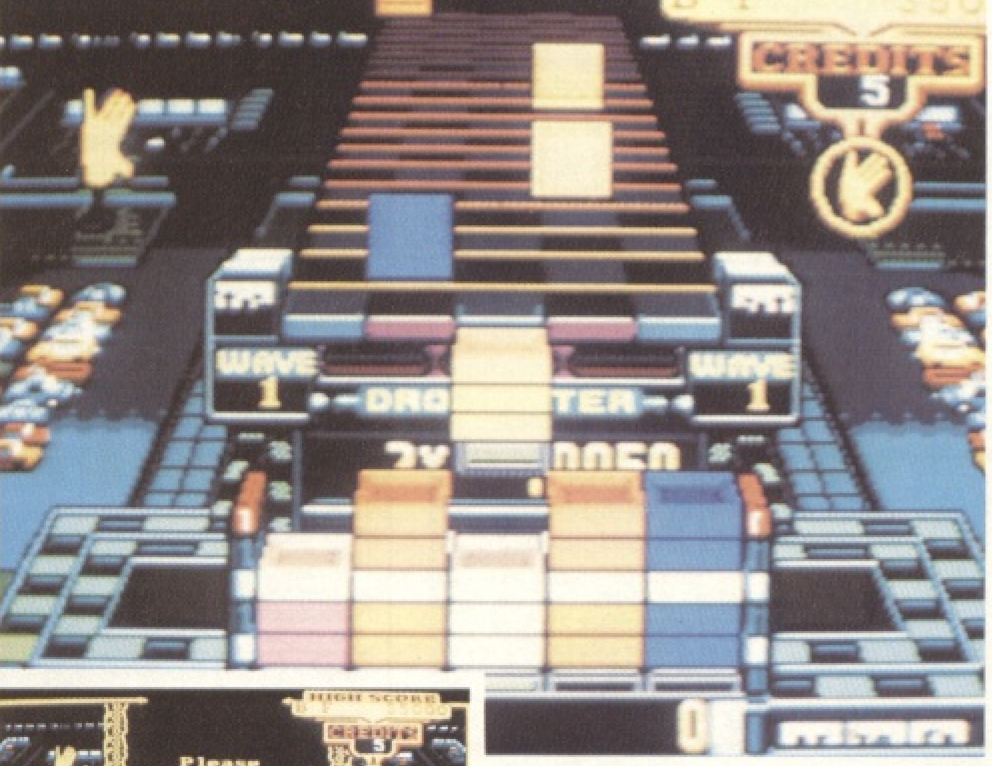
MULTIPLE KLAXES

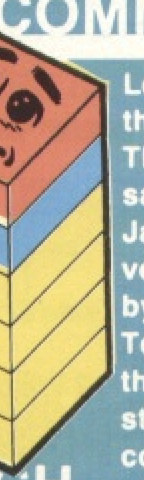
The score multiplier is the high scorer's best friend in Klax. When tiles disappear after completing a klax, the tiles on top fall down. If these should fall to form a klax, you get double the score. If the tiles above this klax fall into another you get triple the score for the klax. Sounds interesting? Well, put it this way, there's one klax which creates so many multiples you end up with a score of over 265,000! That's a whole lot of points.

REVIEW





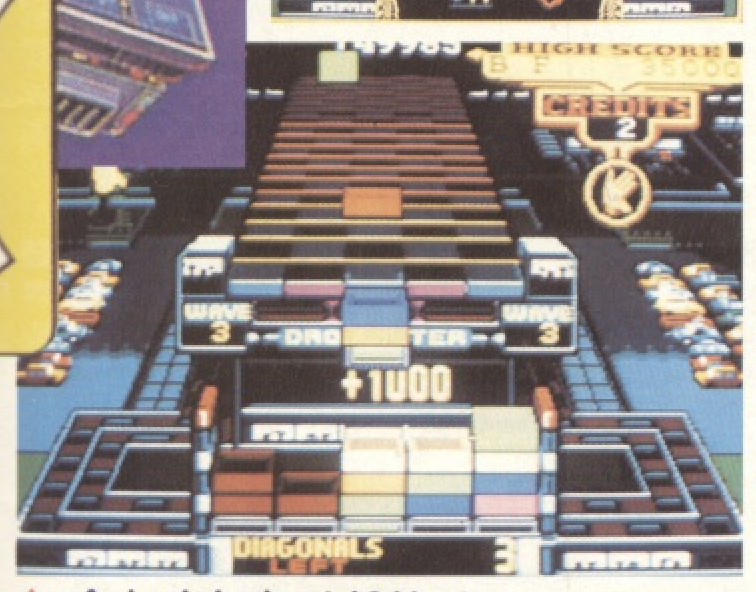




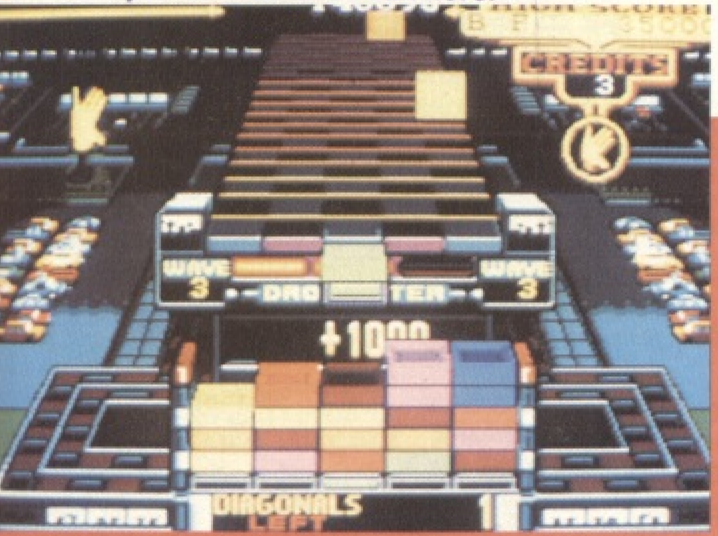
COMMENT

RICH

Let's get one thing straight. This isn't the same as the Japanese import version of Klax by Namcot. Tengen themselves have stepped in and completely reprogrammed the Megadrive version, improving the gameplay and graphics no end. So why aren't I raving like hell over this? After all, Klax is my all-time favourite puzzle game. I'm afraid the answer lies in the control method. Sometimes, when you're in a rush, the joypad just isn't sensitive enough. It can't be down to the hardware - the PC Engine version responds brilliantly. This lack of sensitivity really is a pain, resulting in many frustrating deaths. That said, if you're after a version of Klax for the Megadrive, go for the official English one over the Japanese import. It's far closer to the arcade, but I still get the nagging feeling it could have been better.


▲ *A simple horizontal 3-klax here.*





BY: TENGEN

PRICE: £34.99

RELEASE DATE: NOVEMBER
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: OKAY






PRESENTATION 78%

Just like the coin-op, complete with a decent attract sequence.

GRAPHICS 78%

Just the same as the coin-op really, with a variety of well-defined backdrops and functional sprites.

SOUND 84%

A lot of the coin-op's sampled "oohs" and "yeahs" are in there.

PLAYABILITY 84%

The fiddly control method is a tad annoying, but the addictive arcade action's still in there.

LASTABILITY 81%

Klax has the sort of action that brings you back many months later for another fix of top-hole puzzle action.

OVERALL 84%

Only the slightly annoying controls stop this from being one of the best versions of Klax yet. Klax fans should buy this instead of Japanese version.

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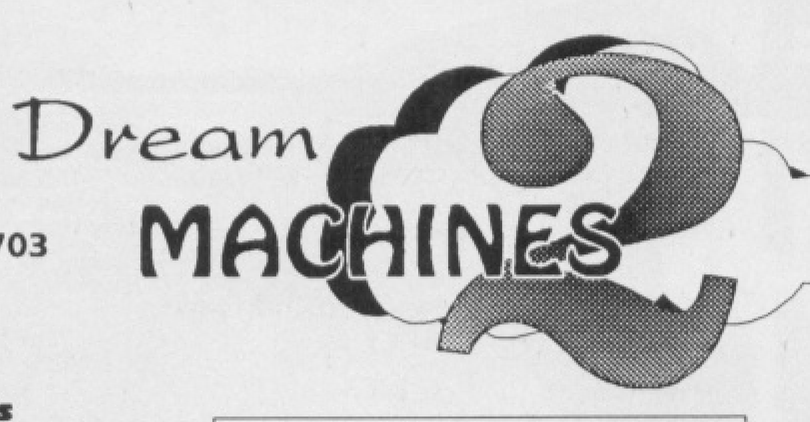
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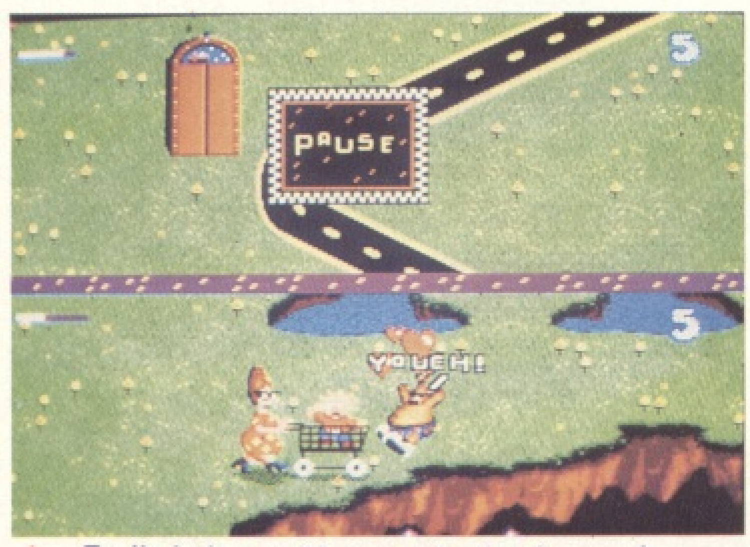
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ToeJam

Yo! Chill! And other such confusing Californian expressions! It would appear that Toe Jam and Earl are having a couple of problems. On the way home to the planet Funkatron, Earl went and crashed their rocket. Now this wouldn't be so bad, but by a twist of fate, they've crashed on Earth, and now they're being hunted by such everyday sights as man-eating mailboxes and gangs of tomato-hurling police-chickens. Fortunately, the other inhabitants of the planet have left lots of goodies lying around, like spring shoes and munchies, which prove invaluable to our pals.

To escape the planet, the two alien funksters must find the ten lost pieces of their ship, including their twin four-hundred megawatt speakers, and achieve the dizzy heights of Supreme Funk Lords. If they don't they'll be doomed to spend an eternity evading bogey-men, giant hamsters and a jet-packed Father Christmas...



▲ *Earl's in love with a psychotic shopper!*

TEAM-TABULOUS

Toe Jam and Earl is much more fun when two players are participating. When the pair split up, the screen splits in two to show a view of each character as he rambles around. When the pair meet up, the screens combine and you have a larger view of the pair - and they also interact with each other, making jokes, slapping high fives and other such malarkey. And just watch their reaction when they both get hit by the cherubs' arrows!





PRESENTS AHOY

Toe Jam and Earl would probably never make it off the planet if it weren't for the fabola gifts left for them by sympathetic Earthlings. The Icarus wings, for example, allow the player to fly over to "islands" in space and collect otherwise unobtainable rocket pieces. Other handy gear includes spring shoes, a box which invokes a deadly storm of tomato rain and super hi-top speed boots!



▼ *Plenty of goodies on that island.*

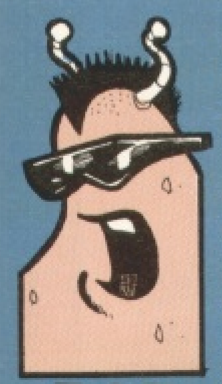
▲ *Earl's hanging tough*





n&Earl

COMMENT

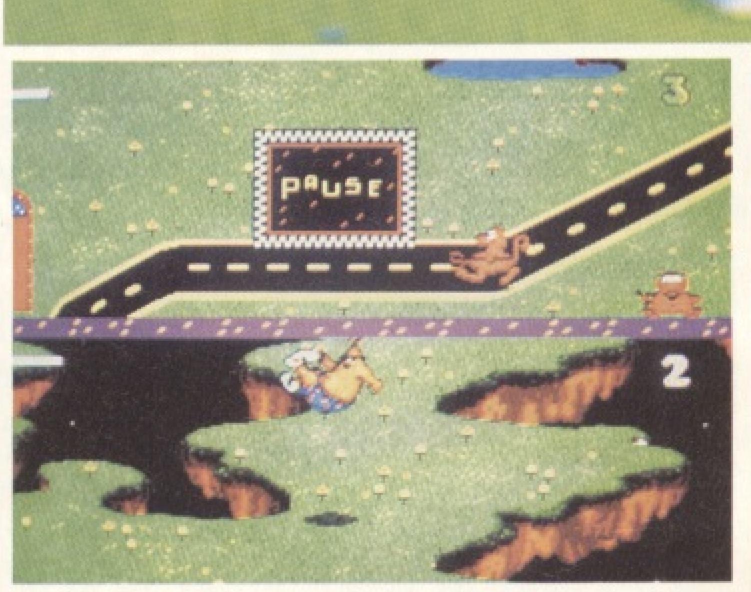


RAD

Toe Jam and Earl is a hilarious adventure. From the cartoon-style opening sequence (lasting several minutes) to the in-game banter between the two characters, the emphasis is definitely on comedy. This would mean nothing if the gameplay wasn't up to scratch, but, fortunately, there is little to worry about in that department. The going is a little slow for the first couple of levels, but once you get into the swing of hunting for food and rocketship pieces and experimenting with the mystery items, it's a great game. However, the game does move a tad on the slow side, which does detract from the action. If you're after fun and frolics in a Megadrive cartridge, Toe Jam and Earl is a very worthwhile purchase.







▲ *Earl enters the lift.*

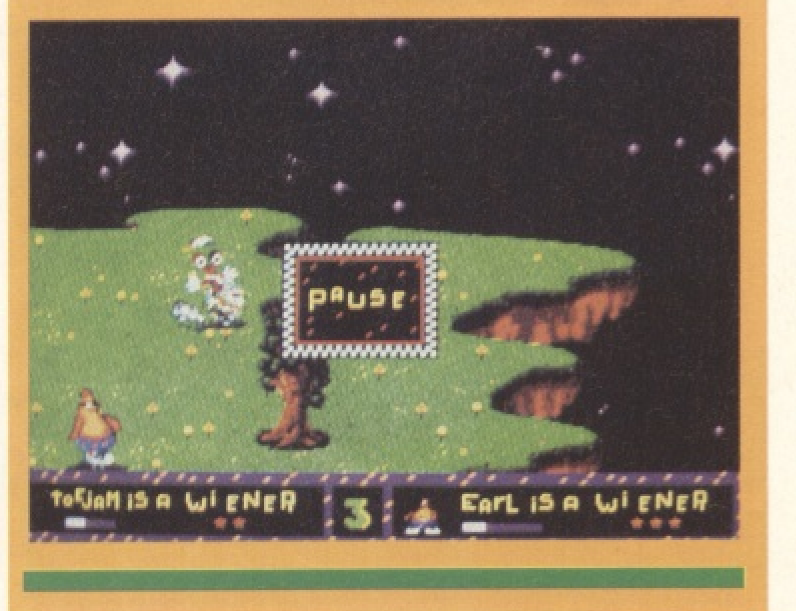




▲ *Earl bites the dust!*

OH ISLAND IN THE SPACE

Most people who've lived on Earth all their lives might be quite surprised to see the places that the two alien pals are visiting. That's because each level comprises of islands suspended in space, with an absence of any buildings whatsoever. Should either of our heroes fall over the edge (which is quite likely when wearing super hi-tops or spring shoes) they plummet to the last level, and have to find the elevator out again.





MEGADRIVE



REVIEW

COMMENT

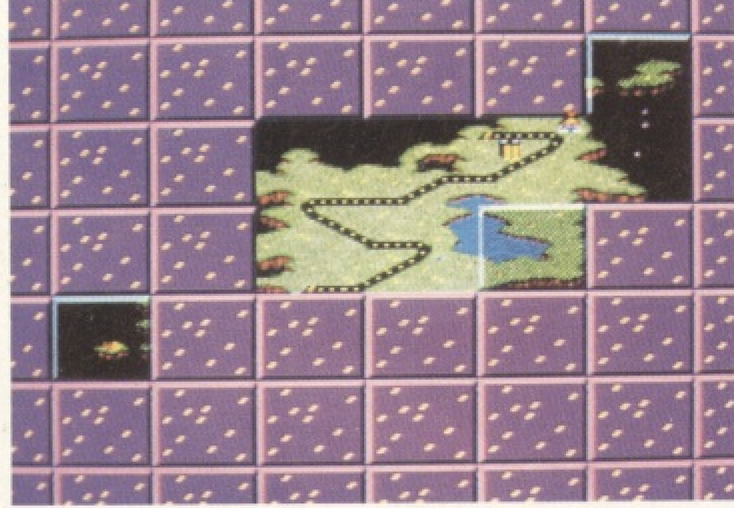


JULIAN

What a bonkers game! Toe Jam and Earl is packed with weird and wonderful things - from the whacked-out belly dancers to the jet-packed Santas, it's trip central all the way! The gameplay is quite laid back, but then it needs to be so that you can appreciate all the completely mental features. There are loads of really funny touches, especially when two players strut out together, and it's these that give the game its incredible addictive qualities - you just want to keep playing and playing to see what comes next. It's not a difficult game to finish, but it's the compulsion to find and do everything possible that keeps you coming back. Toe Jam and Earl is definitely the strangest game I've played. Not everyone will like it - it's not normal enough for mass appeal - but I think it's destined to become a massive cult classic with those who like to take hang out on the weird side....



▲ *A desolate view.*

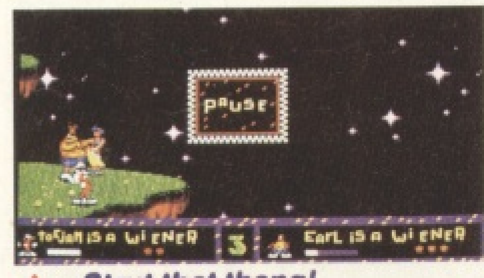


▲ *The map in all its glory.*





▲ *Where is that object, I wonder...*



▲ *Strut that thang!*



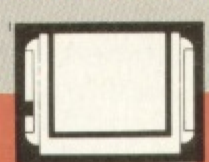
MUSICAL MALARKEY

As you might expect, a lot of work has been put into the soundtracks for Toe Jam and Earl. The sound test at the start allows you to listen to any of the eight tunes, and make Toe Jam or Earl dance along to the music by pressing different buttons! If you crave for even further participation, then you can even lay certain sound effects over the music!



BY: SEGA
PRICE: £39.99
RELEASE DATE: OCTOBER
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: REASONABLE







PRESENTATION 94%

Fantastic intro and loads of options.

GRAPHICS 90%

Weirdo central, with loads of small, but well detailed sprites.

SOUND 96%

Some of the best and most varied tunes and speech yet heard on the Megadrive.

PLAYABILITY 94%

The laid-back gameplay and whacked-out features provide insto-addiction.

LASTABILITY 79%

It's not particularly difficult to finish, but there are tons of things to discover, and you'll want to find them all.

OVERALL 87%

A wild 'n' wacky game with a sense of humour so weird you've just got to check it out!





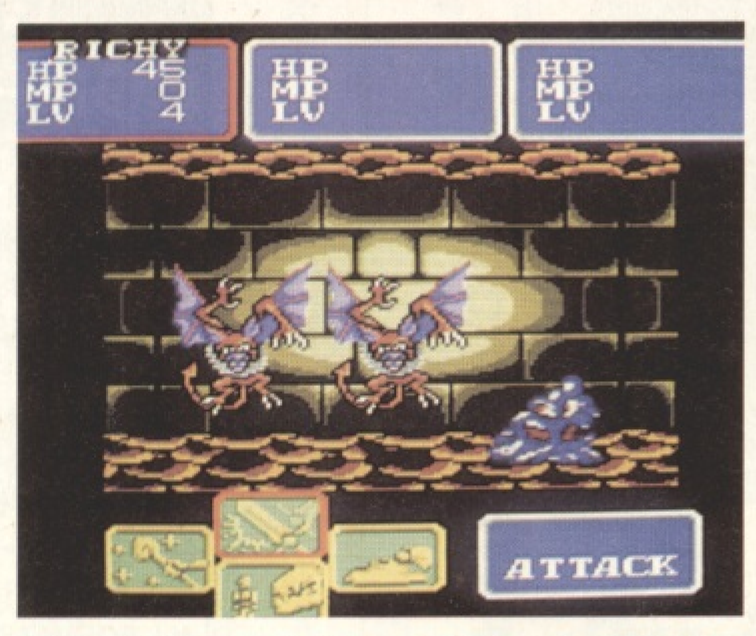
REVIEW

Oh lordy! The evil Dark Sol has kidnapped the Princess Jessa, and your dad, Mortdred, into the bargain! Unless Dark Sol receives the keys to the kingdom of Thornwood, those hostage-types will never be seen again. This might sound a bit nasty, but it's actually quite a stroke of luck for you, who, being a brave knight, can charge your own price for the Princess' safe return.

So pausing only to get tooled up at the village and track down a couple of pals to help, you set out towards Dark Sol's labyrinth to seek revenge and, hopefully, mega-spondoolicks.

What entails from here is a first-person perspective role-playing game, utilising a simple point-and-click menu system to issue commands. Combat is a matter of choosing whether to cast spells (if you can) or attack with a weapon, and hoping you don't get hit in return!

Can you rescue the Princess before Dark Sol is crowned king of Thornwood?



MONSTROUS MALARKEY

Bone-wielding man apes are only one of the spooky creatures hindering your advancement through the labyrinth. Other unwholesome-looking monsters that bar your way include giant killer bees, dark jellies, slimy oozes, pit worms and cave slugs!



▲ *This giant killer crustacean guards the key to the underworld, but one hit from him and it's nighty-night Mr Adventurer*



SHINING AND THE D



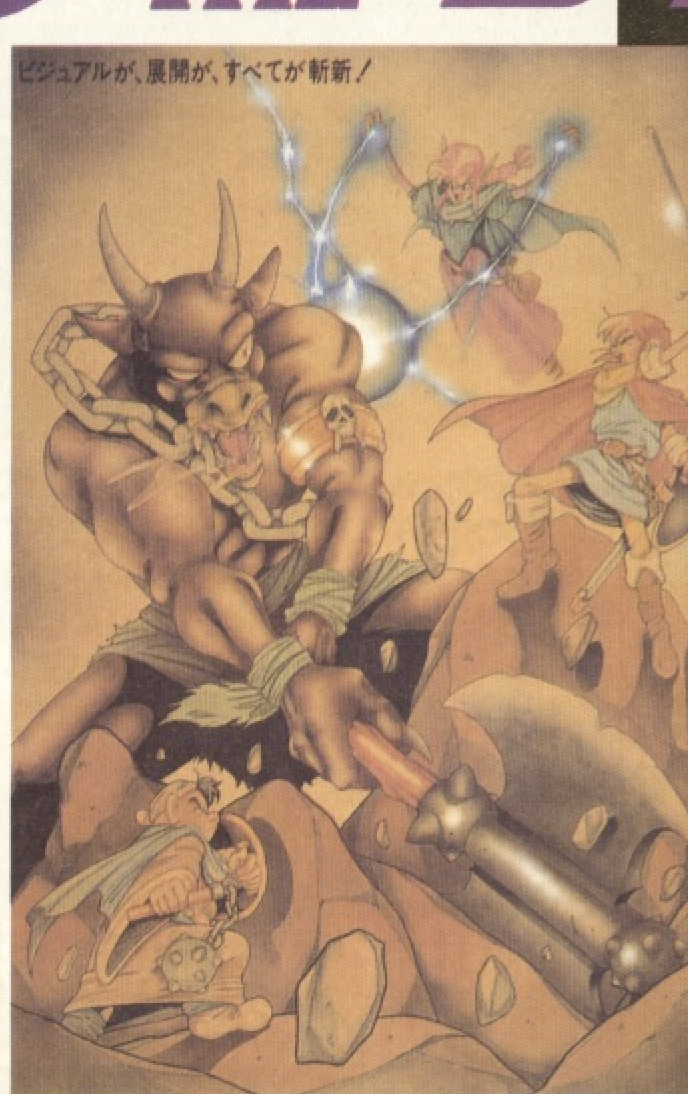
SHOP-O-RAMA ANTICS

The shopping centre of the kingdom is the place to be for wealthy adventurers. Thornwood has a weapons shop (run by the dwarf from Golden Axe), an armourers which, not surprisingly, sells lots of spiffy armour, the alchemist, where many alchemically-related wonders are available, a shrine where you can save the game (?) and a tavern, where you can get... information. Shame it hasn't got anywhere for the locals to buy food - a marketing opportunity for McDonalds or Burger King, and no mistake!



The alchemist's is one of the more useful places to visit. This is where you can get your healing herbs, teleportation feathers, anti-poison plants and even seeds that, when eaten, reveal a map of your vicinity in the labyrinth! And they don't even give you a farty bottom!











You're above the ground
on Level 1...

▲ *Partaking of a tasty Wisdom Seed gives you this lovely map showing your route through the labyrinth so far.*

COMMENT



JULIAN

Okay, so I might not be the biggest role-playing fan in the World, but if one comes into the office that's a particularly good example of the genre or has enough interesting features, I'll most certainly play it. I thought that this fitted both the above categories when I first played it - the graphics are stunning, and the menu system and presentation is the best I've seen in a console RPG. However, there are a couple of flaws which marred my enjoyment. Firstly, the passive combat is too random - I'd prefer to have the chance to use my own skills to win a battle, rather than have the computer do it for me. And secondly, there's not enough variety or excitement. Fans of pure role-playing games might enjoy the action, but considering the game is £50.00, I'd strongly recommend you take a good look beforehand.

ARKNESS





▼ *Combat in Shining in the Darkness is worked out randomly. The skill and power of your character is weighed up against that of your opponent, and hits, misses and critical blows are generated for your edification and entertainment.*

COMMENT

RAD

The moment you slap Shining in the Darkness into your Megadrive, you're in for a visual treat. The front-end of the game is more than impressive, with large and detailed sprites conversing with or attacking you. The sound isn't bad either, with a variety of tunes playing according to the situation (dramatic in combat, classical when in the King's court and so on), although the sound effects are pretty sparse. However, this quality doesn't quite extend to the gameplay. The exploration part is quite fun, but the combat system, however pretty the monsters, makes the going slow and detracts a lot of excitement from the game. Role-playing fans may enjoy this, but it still pales in comparison to the likes of Sword of Vermillion.

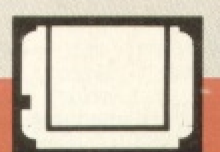


BY: SEGA

PRICE: £49.99

RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: VARIES
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 92%

Gorgeous intros, and a host of options, including text display speed!

GRAPHICS 84%

Brilliantly drawn sprites, although the backgrounds could do with more variety.

SOUND 78%

Decent tunes and average effects.

PLAYABILITY 69%

Fast and smooth controls spoilt by a monotonous combat system.

LASTABILITY 61%

Playable for a while, but the dull fighting and lack of variety ruins the lasting appeal.

OVERALL 69%

A reasonable, but pricey RPG with impressive graphics, let down by a combat system which soon becomes a chore.



Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

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Due to deadlines, allow up to six weeks for your advert to appear in the magazine.



FOR SALE

SPECTRUM +2 COMPUTER with light gun (six games), Kempston mouse, interface and Artist II. Two joysticks and Kempston interface, two books and over 150 games. Altogether worth almost £600. Will sell for £200. Phone Brian on 071 237 6200.

MEGADRIVE with Altered Beast, Super Monaco GP and Japanese games adaptor. £135 ono. Mint condition. Ring 081 741 9714 urgently (London area).

MEGADRIVE with 6 games and two joypads. £200 or will swap for Atari ST or Amiga. Tel 0453 826513 weekday evenings.

SEGA MASTER SYSTEM light phaser, eight top games. As new. Still with six months warranty. Tel 0442 219795.

ZX SPECTRUM +2 with interface and quick fire joystick. Plus 90 games including Kick Off, Crazy Cars 2, Super Off Road and Afterburner. Altogether worth over £350 but bargain at £120 ono. Phone Cardiff 0222 486348 before 12.00 if possible.

FOR SALE Philips high res colour monitor. Only two weeks old. Worth £300. Sell for £200. Mint condition. Phone 081 367 4077. Hurry!!!

NINTENDO with 4 top games + advantage joystick + tips + tricks books. £200. Please phone 08444 3266 for details.

MEGADRIVE with 2 joysticks and 1 pad and 8 games inc. Gynoug, PGA, Strider. £300. Game Gear with 6 games inc. Mickey Mouse, Shinobi, G- Loc. £150. Master System with 2 pads, joystick and 3 games. £50. All perfect. Boxed. Phone Jon on 0272 560391.

SEGA MASTER SYSTEM PLUS 15 games, joystick and rapid fire unit. Worth £585. Sell for £220. Call East Kilbride 03552 48448.

MASTER SYSTEM PLUS seven months old. Light phaser, two control pads, six games. Worth £170. Sell for £85. Ring 0892 39728.

GAMEBOY for sale with 5 games: Motorcross, Baseball, Qix, Tetris and Kwirk. Gamelight. Sell for £130. If interested phone 071 241 6423.

GAMEBOY CARTS for sale: Gargoyles Quest, Double Dragon, Skate or Die and battery. £17-£25 or will swap for any decent carts. Tel 0204 51339.

SEGA MASTER SYSTEM for sale, two joypads, joystick, lightphaser, rapid fire unit and six good games. £150 ono. Tel 0787 224282.

GAME GEAR + SEGA for sale! Both with games + power supply. Offers around the £160 mark considered. Willing to split or swap for Lynx + games. SAE + phone no. to: Paul Tregoing, 70 Slinn Street, Crookes, Sheffield, S. Yorks S10 1NZ. 100% reply guaranteed. Can travel around Sheffield area.

TURTLES ARCADE COIN OP for sale. Superb condition. Very reluctant sale. £1500 ono. Also PAL Megadrive for sale with 6 highly rated games. Sell for £210 ono. Call Adam on 0222 796769 and become the envy of your friends.

SPECTRUM +2 2 joysticks + mags. 183 games. Top names: Robocop, Chase HQ. £220 ono. Phone Lee 0634 408034.

SEGA MASTER SYSTEM rapid fire unit, joystick, 10 games: Mickey Mouse. Boxed. Ideal Xmas present. 8 months old. Phone Lee on 0634 408034. £180 ono.

ATARI 1040 STFM over 35 original games plus serious software. Offers. Phone Paul on 081 504 1106.

PC ENGINE SCART 5 games including Gunhed, R-Type, Tiger Road. Joystick. Very good condition. Boxed as new. 5 months guarantee left. Selling for £150. Phone Alan on 021 773 8873 betweeen 8-9pm.

BARGAIN unwanted prize "Shanghai" on Atari Lynx. Still boxed perfect condition. Just call 081 361 0816 around 6-8pm and ask for Tom.

SEGA GAMES Dynamite Dux, Alex Kidd – Hi Tech World, Indy Jones, Rescue Mission. All £19. Rescue Mission £5. Call 0525 713122.

PAL MEGADRIVE for sale with joypad, joystick, adaptor. Complete with 2 games including Bare Knuckle. 2 days old. Boxed with instructions and reciepts. Megadrive has only been used once and is 12 days old. Very good condition. Sell for £185 ono. Phone 021 561 4158.

AMSTRAD 464 with colour monitor, 3 joysticks, light phaser, laser basic, image system, plus 215 games. Old and new. All the best games. Worth over £1900. Will sell for £600 ono. contact Alan after 5pm weekdays and weekends on 081 645 9746.

WANNA BUY SOME BIG ONES (Games that is). I have 7 Megadrive games for sale. They are Revenge of Shinobi, Ghouls n Ghosts, Sonic the Hedgehog, Magical Hat, Strider, Eswat and Rambo III. If interested call Jellal on 051 708 9963 between 5pm and 9pm.

AMSTRAD CPC 464 colour monitor + 150 top games. Worth over £700. Bargain at £350. Urgent sale required. Call Adam on 0222 555496 (Cardiff).

SPECTRUM 128K+2 + 128K+3 (disk drive) with over 110 games like wonderboy, Hyper Sports and other great titles. Includes joystick and tape player. Great condition. Will sell for £180 or swap for UK Megadrive. What a great offer. Contact Justin on 0635 47577.

GAME GEAR Shinobi and Mickey Mouse. All boxed as new. Worth £150. Going for £115. Phone Jon on 0243 584106 any time.

PC ENGINE including 3 Games, Splatterhouse, Motoroader, D.Master, £120 o.n.o. Please ring Dave on 0332 780476 must sell or swap for Megadrive.

NES Good Condition. 3 Games – Turtles, Track & Field II, Double Dragon II. £110. Tel Robert 0923 676160 After 4.30 pm.

BOXED C64 Takes Cartridges and Cassettes, over £300 worth of Software, will sell for £150. Excellent Condition. Call 061 494 1498 Stephen.

NINTENDO NES for sale. Includes 2 Control Pads and 6 Games £95 or will swap for Megadrive and Game. Mega Bargain. Will sell games separately. All in Excellent Condition. Call David on 09274 26367 after 4pm.

NINTENDO DELUXE PACK includes Zapper Robot and Controllers, SMB, Megaman, Castlevania, Duck Hunt and Gyromite. £170 ONO. Tel 0777 701191 after 4.30 pm. Ask for Graham, Genuine callers only Please. Will consider lowering price also wanted cheap Amiga without Joystick or Software.

SEGA MASTER SYSTEM plus 7 Games all worth £270 but sell for only £100! Enquiries: Phone 081 391 1029 Ask for Trevor.

SEGA MEGADRIVE Pal Version. Plays all Games. 1 Joypad and 5 Great Games – Alien Storm, Afterburner 2, Golden Axe, Mickey Mouse and Strider. Everything Boxed, Very Good Condition and still under Guarantee. Only £220 O.N.O. Phone Mark on 081 994 5786.

OFFICIAL UK MEGDRIVE 11 Games, 2 Joypads, Japanese Adaptor. Sell £320 or swap for Super Famicomand Games. Phone Rida on 0372 463982 and get yourself a cracking deal.

SEGA MASTER SYSTEM. 2 Controlpads, Light Gun and 11 Games. Selling for £150. Phone 0763 241256.Ask for David.

20 C64 GAMES for sale. Chase HQ, Gazza's Football, Afterburner. £50 or Swap 2 Gameboy Games. Phone 0763 241256.

GAMEBOY + 3 Games. Link Up Cables and Headphones. Everything Boxed with Instructions. £80. Ring Sav on 071 359 7133.

MEGADRIVE GAMES for sale: Revenge' Shinobi £18, Strider £18, Ghouls' Ghosts £17, Zoom £8, Forgotten Worlds £15, Populous £15, Super Monaco GP £15, also for sale 128K Spectrum, Many Games, 2 Joysticks, Good for Beginners. Tel 0923 28 3735 Rickhansworth Area.

NINTENDO NES for sale. Brand New with Turtles, Blades of Steel, Zelda II. For only £75. Telephone 0734 775269.

GAMEBOY with Tetris and Leads Boxed as new, 2 weeks old. Plus Double Dragon with box. £70. Contact Lee on 0284 753745.

MASTER SYSTEM for sale. 9 Games, Light Gun, All boxed with full instructions, Less than a year old. £190. 0226 712068.

SPECTRUM+2 for sale. Good Condition with Joystick and Light Gun. 150 Games including Narc Pang Mercs and R-Type. Will sell for £220. Ring Tom after 5 pm on 0743 366530 or swap for 8 Good Gameboy Games.

SEGA MEGADRIVE Runs all Cartridges plus Arcade Power Stick plus 10 Games. Cost £450 accept £290. Still boxed. SEGA MEGADRIVE runs all Cartridges plus 5 Games. Cost over £300 accept £160. Still boxed. No offers. Tel 02205 2274.

SEGA MASTER SYSTEM Boxed, Mint Condition, worth £125 sell for £100 o.n.o or swap for Megadrive. Tel 0792 851052.

AMIGA A500 with ½ Meg Upgrade, New Arcade Joystick and Disc box. Over 60 Games worth £1500. All Leads, Manuals and Mouse included. Worth £2000 sell for £450 OR Swap for a Super Famicom with 3 Games. Contact Stephen on 0222 732815.

BRAND NEW Games and Consoles Megadrive (UK), Megadrive (Jap). ATARI LYNX, Gamegear, Gameboy, Amiga 500. Phone 0480 69846 and ask for David or write to Games Quest, 12 Great Farthing Close, St.Ives, Huntingdon, Cambs, PE17 4JX.

JAPAN MEGADRIVE plays all games (Pal) with Mickey Mouse and Sonic the Hedgehog, 1 Joypad, PSU. Still boxed and just 1 month old. Still under guarantee. English Instructions worth £175 sell for £130. Phone 0606 888239 ask for Ben.

LYNX 2 Games and Adaptor £99. NES, 2 Games All Boxed £110. Grasshopper R/C Car £140. Tel (Weekends) Rod 0707 321672.

NINTENDO Bubble Bobble, Goonies, Zelda 2, Excite Bike, Megaman, Metroid, Duck Tales and C64 Games for sale. Phone Stephen 0372 465379 or 0753 863866.

MEGADRIVE including Sonic, Golden Axe, S.Shinobi, Populous, Extra Joypad, Headphones, All Boxed As New Only 2 Months Old. Includes Free GX4000 Console with Game. All Together £200 O.N.O. Phone James 0792 363047 After 6pm Please. Possible Swap for S.Famicom and Game.

COMMODORE 64 for sale includes Light Gun, 2 Joysticks, £200 Games including Robocop II, Cartridge. Will sell for £130. Telephone Russell on 0563 23693.

FOR SALE Zillion, Rastan, Rampage, Action Fighter, Alex Kidd, Out-Run, Afterburner, Mickey Mouse. £15 each ono Daniel 0933 673206 After 6 P.M.

U.K. MEGADRIVE Nearly New with Turbo Control Pad, 6 Master System Games, Master System Converter, 6 Megadrive Games, including Mickey Mouse and The Revenge of Shinobi. £270 O.N.O. Tel: Gareth on 0734 694529.

GAMEBOY including 6 'Carts ie WWF, S.M.Land, D.Dragon, E.T.C. Gameboy in V.G.C. £150 O.N.O. Tel: 0245 265625 Ask for David.

NINTENDO For Sale, Boxed As New with 4 Games, Mario Bros, 1 Rad Gravity ETC. The lot in Mint Condition for £130 also Spectrum +2 and Yamaha Keyboard for sale. Phone Simon on 091 2515 218.

COMMODORE For Sale plus Light Gun and £220's worth of Games. Worth £370 sell for £150 for Details Phone 0933 50528.

SEGA MASTER SYSTEM 2 Control Pads, 2 Games, Vigilante + Altered Beast. Boxed. Excellent Condition. £70. Phone Bobby on 03337 353.

MEGADRIVE runs all Games, Includes Joystick, Jovpad and 6 Games £150. Gameboy with 5 Games £100 or both for £230 or I will Swap them for a Super Famicom Pal Version. If interested phone 091 2343750, after 5.30 pm.

MASTER SYSTEM including Maverick, Light Phaser, plus 12 Top Games including Slap Shot, Fire and Forget II, Super Monaco, Alex Kidd, Wonderboy II and Kenseiden Plus Many More Excellent Games. An Offer which can't be missed, £160 o.n.o. Phone Robert on 081 672 1569.

GAMEBOY All Boxed with Light Magnifier, Amplifier Carry Case, Paks Carry Case, 18 Games £360 sell for £250. Lynx never been used because of no games plus PSU worth £100 sell for £80. Call Edward on 041 775 2641

AMIGA A500 IMB Upgrade, Colour Monitor, PD Software, Games, Joystick, Magazines. all Brand New Still in box £450. Call Stuart on 09274 25892 Northwood Middx.

JAPANESE MEGADRIVE For Sale including 2 Controllers and 14 Games £250. Contact A.Barnham. Bryanstow, Crambourne House, Blamford, Dorset. DT11 0BX.

MEGADRIVE (PAL) 5 Top Games including JM's Football, Dick Tracey and Mickey Mouse. Turbo Infa Red Joystick. Will sell for £300 O.N.O or swap for Super Famicom (Pal) with Game(s) or PC Engine Hand Held. Ring 0742 665617.

UK SEGA MEGADRIVE with 1 Game + Jap Converter £130. New Arcade Powerstick £34. Dust cover £5. Cleaning Kit £11. Jap Adaptor £11. 10 Foot Lone Joystick/Joypad. Lead Extension £5. I'll Pay Postage. Neil 051 426 0138.

ATARI ST. Excellent Condition includes an External Disc Drive, £500 worth of Games including Speedball 2, Captive and Others. Only 1 year old. A Bargain at £300. Call Spencer on 0482 872 495. Buyer must collect. Hull area.

NES ADVANTAGE AND ZAPPER Hardly Used. V.G.C. Zapper £20, Advantage £30. Phone 031 332 9906. Call after 5pm on Weekdays.

MEGADRIVE For Sale with 9 Top Games like PGA and Shadow Dancer for £300 or will swap for Atari or Amiga both with some Real Good Games SO Phone Lee on 0482 829408.

GAMEGEAR, Mains Adaptor and Wonderboy. Mint Condition. Boxed. 3 Weeks Old. Worth £130 sell for £89 ONO. Phone 0223 262715.

PC ENGINE Scart, CD, ROM, Joystick, Pad and 29 Games £495. Console swops considered. Megadrive Famicom Neo-Geo. Atari STFM 1-MEG with extras £225 ono. Also Megadrive and Famicom Games Wanted. Tel Kev 0932 351428 After 6pm.

COMMODORE (64) TNO Tape Recorders, 100 Games on Tape, 300 Games on Disc. Oceanic Exellorator + Disk Drive, Fast Loader, Immaculate £200. Atari Lynx. Boxed, Games, Xenophobe, Slimeworld, P.S.V, Carry Case, Sunvisor, Link Up, Leads. Immaculate £120. Phone Jamie on 578 3586 (Greenford).

FORMULA ONE SCALEXTRIC All parts in Mint Condition with plug £60 ono. Dr.Mario, Turbo Racing, Defender of the Crown, TMHT, Spy Vs Spy, Motor Bike, Controller, VGC. Phone Simon 081 572 7874.

WHAT AN OFFER 5 Month Old Master System with Seven (Yes Seven) Games, Two Joypads and a Light Phaser. Worth £220 sell for £100. Games include World Soccer and Chase HQ. Phone 0743 72 3623 and ask for Tom Griffiths. BYE-BYE BYE-BYE.

OFFICIAL MEGADRIVE For Sale, Less than a year old, comes with 2 Joypads and 4 Games, Games are Crackdown, Altered Beast, Golden Axe and Forgotten Worlds, £120. Call Rob on 0256 782140, Call between 6 and 8pm.

48K SPECTRUM with 11 Games including Dan Dare. Would like £60. Price Neogotiable. Will Swap with Gameboy and Game. Phone 0256 465341.

SEGA MEGADRIVE Pro-1 Joystick, 2 Pads, All Boxed For Sale. Also 19 Games including Mickey Mouse, Fantasia, Ghouls, Shinobi, Golden Axe, Giaries, Budakon, John Maddens, Strider. Worth £850 sell for £400. If Interested call Alaster on 0322 220187 after 7pm.

NINTENDO 8-BIT 2 Joypads, Quickshot, Maverick, Joystick, 11 Games including Solar Jetman, Gradius, Super V'Ball, R.C Pro-Am, Megaman II, Tetris Punch- Out, World Wrestling, SMB 1, Blades of Steel, Snake, Rattle n' Roll. All Boxed £220 O.N.O. Will Split Games £10-25. Phone Stuart 081 570 2994 After 6pm.

CONVERTOR To Play Jap Games on English Megadrive £8. Phone Cam 0707 265747, Also MD and Gameboy Games Sale or Swap.

NINTENDO 9 Games include Mario 1+2, Turtles, Duck Tales, Double Dragon 2, Volleyball, Gauntlet 2, Light Gun, 2 Pads. Excellent Condition £300. Michael on 031 660 5132

PAL FAMICOM UK TV VERSION 10 Months Warranty, As New, plus Mario 4, Final Fight, Actraiser £305. Phone Pete 0278 781073.

COMMODORE 64 New – Style, Data Cassette, New Power Pack, Excellerator + Disk Drive, Loads Games, Disc and Cassette, Total Cost New £800+, 2 Reset Cartridges. All Original Boxes £250 ono. (Will sell items individually) If wanted call Steve 0480 69922 After 6pm.

AMART☆

PC ENGINE (PAL) and 10 Games, R-Type, R-Type 2, Uigilante, P-47, Altered Beast, Dragon Spirit, Ninja Warriors, Atomic Robo Kid, Mr.Heli, Galaga'88, Boxed, As New. £250. (or swop for Pal Megadrive and Games) Phone Steve on 09323 49805.

ATARI 520 ST Over £300 worth Games and Accessories. Total £700+. Sell for £350. Phone 0296 85866 ask for Cornelius.

FAMICOM GAMES For Sale: P.Wings, F.Fight, A.Raiser £20. S.R-Type £30. Phone 0935 86 3459. Ask for Doh.

ATARI 520ST Good Condition, with Hundreds of Pounds worth of Software and Mags, 2 Mice, 2 Joysticks, Dustcovers, Word Processor, Disk Box, Blank Disks, Mouse Master, All Boxed with Manuals, Will Sell for £300 o.n.o. Call Adam on 081 551 0894.

BOXED Mint Condition Megadrive, 2 Joypads, runs all Games, PAL, Maddens, Populous, Shinobi, Strider, Sonic, Golden Axe, Ghouls'n Ghosts, Thunderforce III, plus 3 more games. £325 O.V.N.O. Ring James after 6pm on 0237 473716 (Devon).

MEGADRIVE Games For Sale or Exchange. Like Altered Beast £12, Super Hyselide £10, Afterburner 2 £25, Mickey Mouse £23, Easwet £23, Ghouls + Ghosts £30, Golden Axe £25, Strider £24. Exchanges from £3 to £10 SO Phone Darren on 0506 31043.

2HSF + PWASMBBANCCA No. Second Hand Super Famicom and Pilot Wings and Super Mario World. Boxed Brand As New. Call 0249 651737 Priced £200.

SEGA MASTER SYSTEM 1 Extra Joystick and 11 Games, Golden Axe, Y's, ETC. V.G.C. £160 also Gameboy + 2 Games £60 or Swop both for Megadrive with at least 4 Games. Other offers considered. Call 0708 751858 5pm Anyday Chris.

GAMEBOY For Sale plus 3 Games, Tetris, Solar, Striker and Spiderman + Rechargeable Batteries and Charger all for £100. If you are interested call Michael on 0484 720114. P.S. No case for Tetris all others fully boxed.

GAMES WORKSHOP SALE Advanced Heroquest £8, Dark Future £5, Space Hulk Plus Genestealer Expansion Set £12. Phone 021-360 7582.

AMIGA 500 14" Colour TV with Infa Red Remote Control, Half Meg Upgrade, 70 Games, Over 100 other discs, 2 Joysticks, Monitor Plynth, 3 Disc Boxes, Price £680 with TV, £590 without. Phone Dave 0604 493845 After 6pm.

NINTENDO For Sale with 16 Games £200 or will Swap for Megadrive with Game. Ring 021 733 2799. After 4.30pm. Or Weekends.

SIX Top Jap/UK Megadrive Carts For Sale. All Boxed with Instructions in Mint Condition. £100 For The Lot. Interested? Write to: Justin Abraham, 2 Maes-Y-Coed Road, Heath, Cardiff, South Wales, CF44HF. For Details.

MEGADRIVE PAL. Plays all Carts. 2 Joypads, 13 Good Games – Strider, Afterburner, Golden Axe, Populous, Hellfire, Ghouls N' Ghosts, Budokan, Super Shinobi, Battle Squadron + Others. Will sell games separately £15-22 each. £310 ono. For Everything Absolute Bargain. Tel. 0254 581749 (Blackburn, Lancashire) After 4pm.

NES GAMES FOR SALE Duck Tales, Robocop, Solar Jetman, Zelda's 1+2, Plus 9 others. £250 the lot ONO Will Swap for Megadrive with 5 Games. Phone 0604 493812 and ask for Alan after 6pm.

NINTENDO NES ACTION SET Light Gun, 6Games: SMBI, SMB3, Duck Hunt, Megaman 3, 1942, Jackie Chan, Jap Adaptor, Asian Version-requires connection via video in 1 Audio in-out on Video Recorder or TV. £145 Tunbridge Wells 0892 516532

SPECTRUM FOR SALE with 14 games also Tape Recorder and Interface £25. Phone Steven on 0474 815106. SMB 1 For Sale.

MEGADRIVE with Alex Kidd 1, Castle, Revenge 1, Shinobi, Last Battle, Budokan, Populous. All for £212 ono. Tel. 0483 721816 after 7pm.

AMSTRAD CPC 464 Colour Personal Computer with Green Screen Monitor + 42 Games and Joystick £150. Phone James on 0843 587106.

NINTENDO FOR SALE 6 Games, Rad Gravity, Bubble Bobble, SMB 2, Kid Icarus, TMNT, Zelda + Power Glove and Joystick. Only £240. For further info ring 0623 824383. Ask for Matthew Sutton. Ring after 4 o' clock. Nintendo as new.

SUPER FAMICOM (PAL) 2 Joypads, U.N. Squadron, Final Fight, Swap for Neo Geo, or make me an offer. James 0633 49367.

SEGA MASTER SYSTEM with 2 built in Games plus 5 other Games (including Mickey Mouse, Psycho Fox and Wonderboy III) R.F.U. and Joystick £110 ono. Tel Richard on 0253 895435 (Blackpool)

MEGADRIVE GAMES For Sale. Sonic Hedgehog, Gynoug £23 Each. Batman £10. PC Engine Games, Gunhead, Ninja Spirit £18 Each. Space Harrier £10. Gameboy Games, Snow Bros £16 and some others. Write to Simon Law, 88 High Street, Credition, Devon EX17 3LB.

NINTENDO N.E.S. with Zapper Gun, Super Marios 1 & 2, Zelda, Wrecking Crew, Popeye, Ice Climber, Track and Field 2, Wizards and Warriors, Duck Tales, Megaman 2, Duck Hunt, £530 New, Will Sell for £275. 0600 890248.

FOR SALE official U.K. Megadrive and 9 Games, Sonic Hedgehog, EA Hockey, Lakers versus Celtics, Ghouls 'n Ghosts, Monaco GP, Eswat, Forgotten Worlds, Populous, Altered Beast, Will sell all for £200 or will sell separately. Phone Romford (0708) 725829.

NINTENDO FOR SALE 1 Game, Turtles, Control Pad. Mint Condition. £45. Ask for William. Tel 0223 67912 after 3pm.

NINTENDO GAME For Sale or Swap. Super Mario Bros £15 only. Good Condition or Swap for Batman or Super Mario 2. Phone Darren after 4.30pm on 350983 (Northern Ireland).

SPECTRUM+2 includes 19 Games, Gun, Joystick. Excellent Condition, worth £250 selling for £100. Please pay cash. 6pm to 8pm. Telephone 091 528 1591.

GADRIVE GAMES MEGADRIVE GAMES For Sale. £20 Each. S-Monaco, Mickey Mouse, Batman, Dick Tracey, Sonic the Hedgehog. Phone Andrew on 0635 64131 after 6pm.

N.E.S. with 7 Games including Megaman 2, Duck Tales and Super Mario 2. Excellent Condition £175. Tel (0223) 424628.

SEGA MASTER SYSTEM 7 Games worth £245 sell for £190. Games include Choplifter, Wrestling, Global Defense. Call (0898) 312075. Ask for Lee.

SEGA MASTER SYSTEM 2 Control Pads plus Galaxy Force and Golden Axe. Great Condition £45. Phone Edward on (0666) 503712.

GAMEGEAR with 3 Games, Mickey Mouse, Wonderboy and G-LOC. As New, £130. Call Robert on 0253 724520 after 6pm.

SPECTRUM +2 Well over 100 Games, 3 Joysticks and Interface £120 ono. Phone Tom on 081 568 2414.

GAMEGEAR Perfect Condition. G-LOC, Mickey Mouse, Mains Adaptor, still boxed. £120 ono. Radio Controlled Hovercraft, almost unused, Charger Batteries, goes on water and smooth surfaces, boxed £40 ono. Phone Alex anytime after 6pm on 0652 688852.

GAMEBOY with Light Speaker Case, 10 Games, Golf, Mario, Double Dragon, Gator, Gremlins, Boulder Dash, Bubble Bobble, Fortress of Fear, Tetris, Nemesis. Sell for £170 or Exchange for PC Engine GT Handheld with Game. Phone Lee 0709 368112 after 8pm.

NINTENDO For Sale, 2 Controllers, SMB 1 and Turtles £70 ono. Tel: (0923) 777014 ask for Steven.

DOSH NEEDED! For Famicom, so buy my Jap Nintendo and Sega Master (6 Games) £120. London area only. Phone 081 200 4668.

NINTENDO NES with over 100 Games and US/JAP Converter. Only £190. Phone John on 0702 354264 anytime.

NINTENDO GAMES For Sale, Double Dragon 2 £25, Batman £25, Link £20, Pro Wrestling £20, Simons Quest £20, Kung Ku £12, Spy vs. Spy £10, Turtles £25, Ikari Warriors £20. All Boxed with instructions. Phone (0268) 285395 daily 5-7pm ask for Russell.

NINTENDO 8-BIT with 8 Games, Batman, Rygar, Ninja Turtles, Kung Fu, Ghosts' n Ghouls, Megaman, Megaman 2, Double Dragon 2. £200. Phone 0332 46880.

SEGA MASTER SYSTEM with 20 Games including Mickey Mouse and Indy £300 ono. VGC. Phone 0978 364946 after 4 pm.

NINTENDO NES For Sale + 7 Great Games (Mario 1+2, Zelda 2, Completed, Duck Tales, Duck Hunt, Faxanadu + Codes, Popeye), Zapper, American Cheat Book covering over 20 Games + Club Nintendo, Free Membership Card. Worth £400 sell for £195 ono. Call Adam after 5pm on 061 941 3748.

BUZZING DEAL Nintendo 8-bit, 4 Games including Robocop, TMHT and NES Advantage Joystick. Worth £235 sell £115. Call Ian 0925 813745.

FAMICOM 6 Games including Mario World, Final Fight. Perfect Condition. Cost £500 Bargain at £320. Also Neo Geo Games Boxing, Blues Journey £65 Each. 0473 686507 after 2.30pm.

AMSTRAD CPC 6128 £750 worth of Games, Modulator Mouse with Art Package, Multiface 2, 2 Joysticks, 6 Blank Discs, Joysticks, Splitter. Over 30 Amstrad Magazines, Manual, All Boxed, in Good Condition, Tape Deck. £250. A Bargain. Phone Tim (0889) 565012 after 4pm.

MEGADRIVE GAMES Japanese, Mickey £15, Maddens £17, Afterburner £14, Monaco £16, G.Axe £14, Hellfire £15. All Perfect Condition. Phone (0453) 824178.

MEGADRIVE 2 Joypads, 4 Games, Sonic the Hedgehog, Castle of Illusion, Altered Beast, Fantasia, Boxed, £200 ono. (0234) 363063 after 5pm.

AMSTRAD CPC464 with Colour Monitor + over £500 of Good Games, Joystick. 64K RAM Update, makes computer 128K. Also has Lightgun, Lightpen and Magazines. Computer Good as New. Worth over £1000 sell for £420 ono. Ring Barry on (0753) 578573.

MEGADRIVE GAMES For Sale, Mickey Mouse, Golden Axe, Ghouls' n Ghosts, £25 each or £65 for all three. Phone 0905 60 708.

MEGADRIVE (SCART) 2 Joypads, 12 Hit Games (7 Unused!), plus Mags. Worth £550+. Accept £320 ono. (Quick sale needed) VGC. PC Engine (SCART) Joypad, 12 Games, plus Mags. Good Condition (Boxed) Worth £440+. Accept £210 ono. Phone Matthew on (0843) 603654.

SEGA MEGADRIVE (Japanese) 5 Games, Sonic the Hedgehog, Shadow Danger, Golden Axe etc. 1 Joypad, 1 Joystick, Master System Games, Converter. Excellent Condition. Everything in original boxes £195 ono. Phone 04024 70754 Hornchurch, Essex.

GAMEBOY with 2 Games, 'Walkman' style carrying belt and Lightboy. All for £100. Will also swap for Japanese Megadrive with or without games. Also issues 100-110 of C+VG £8 or 75p each. Ring Elliott between 4 pm-6 pm on 081-876 7238.

EXCELLENT PRICE I will sell my Mint Condition Nintendo with 10 Brill Games, like Link, Turtles and World Cup plus 2 Joypads. All boxed neatly. For £150 or Swap for Megadrive with Games. Phone 061 928 7446. Ask for Matthew.

MEGADRIVE Magical Hat, Shinobi and Rambo 3 for sale £15 £20 and £10 in that order also swap for Ice Hockey, Road Rash or Alien Storm. Write to Luke Nash, 49 Dock Road, Tilbury, Essex. RM18 7DB. Remember first come first serve.

NINTENDO Games, Advantage Joystick, Sold separate or together. SMB1, Megaman 2, Solar Jetman, World Wrestling, Link, Zelda and 3 more games £15 up. Advantage £25. Nintendo games and Joystick £209.99 worth £349.99. Phone Simon 0590 679153. They're selling fast.

NINTENDO with DD2 and Batman, Turtles, Tetris, Gauntlet. Still with box. Great Condition. Only £150 and also for sale Spec+2 with light gun + over £300s worth of games mostly full price. Phone 0451 21644 after 4pm and ask for David.

NINTENDO SUPER FAMICOM (Scart). Excellent Condition, 2 Joypads, plus 5 games, including Final Fight, Mario 4, F-Zero, Super Stadium and R-Type 2. All for £300. Tel Darron (0473) 601953 or swap for Neo Geo (open for offers).

NINTENDO NES For Sale 5 Games, Air Wolf, Mach Rider, Super Mario, Duck Hunt, Punch Out includes Light Gun for more info phone Samuel 081 671 9883.

GAMEBOY and 4 Games for sale. Games are Fortress, Castlemania, Robocop and Godzilla. Everything boxed £70. Phone John 0787 310505.

ATARI 520STFM. Loads of Games and Demos, 2 Joysticks, Games include Classics like Midwinter, Lemmings to brand new games like Ninja Rabbits and full contact £350 also Spectrum 128+2 with games and interface £100 ono. Tel 0422 844826. Ask for Simon.

AMERICAN NES Complete working system (including TV, Power Glove and Voltage Converter). 15 Games including SMB 3, Top Gun 3, Narc, Mike Tyson's Punch Out etc. £300 ono. Call Jonathon on 0462 481486.

GAMEBOY FOR SALE 12 Games and Light boy, Carrying case and 4 Player adaptor. Cost New, £360, will sell for £280 ono. Phone 071-486 5021, ask for Ben or Joe.

GAMEBOY GAMES for sale, Super Mario, Gremlins II, R-Type, Double Dragon, £15 each, phone Andrew on 0923 283604, Chorleywood, Herts.

N.E.S., 2 Control Pads, Light Gun and 13 Games includes Double Dragon, 2, Blades of Steel, Cobra Triangle, Track and Field 2, Duck Hunts and many more. £250 ono. Ring Gavin on 08444 4151 between 4pm - 9pm or SWAP fo Super Famicom.

SUPER FAMICOM SCART, Megadrive and 3.5" Drive, Plenty of Cartridges, Atari 520STFM, Cash or Part/Ex. Nicky Lee 08444 2859.

ATARI 520 STFM. Excellent condition includes Mouse. New Cruiser Joystick, Dust cover, Disk box, Manuals and over 90 Games. Also two Art Packages. Will sell for £300. Tell 0734 665797 after 3.30pm or at weekends. It's a Reading number.

GAME GEAR for sale with Mickey Mouse Chase HQ, Shinobi. Worth £180 sell for £135. Tel: (0905) 425355 (Worcs.)

MEGADRIVE and PC Engine Games for sale or Exchange. Ring Richard on 0274 572237 after 6 o'clock.

25" COLOUR MONITOR JVC Scart. Megascreen ideal for Megadrive, S[illegible]er with Superfamicom. No sound £95. Phone 0706 50540 evenings and weekends.

OFFICIAL U.K. MEGADRIVE with Joypad and 7 Top Games inc. Sonic the Hedgehog, Mickey, P.G.A. Golf Tour and Revenge of Shinobi, only 3 months old. As new still boxed. Cost £400 sell for £280 ono. If interested call (0902) 741665.

COMMODORE 64 for sale! One competition Joystick and two Commodore Joysticks, still boxed. Lots of Games including Creatures, Saint Dragon, Rainbow Islands, Ghouls and Ghosts and many others, £110 including Demo's of Games. Tel 0962 885411 between 3pm and 6mp.

GAME GEAR for sale with Wide Gear and Eight Top Games including (Shinobi, Chase HQ, Mickey Mouse, G. Loc, Mappy, Dragon Crystal, Super Monaco GP, Columns) All as new and boxed. Sell for £220 ono. Tel 081 428 0650 (near Watford)

SEGA MEGADRIVE £330 including one Joypad, Jap adaptor with Ten Games including Wrestle Wars, Shinobi, John Maddens, Golden Axe, Ghouls 'N' Ghost etc. Worth £500 Sell £330. Mint condition. Contact G Logan 39 Northop Road, Flint Clwyd CH6 5LG.

SEGA MASTER System Plus, Light Phaser, Two Joypads, 7 Games; Mickey Mouse, World Soccer, Hangon, £100. Neil Whitehead 021 471 2066 (B.Ham).

IDEAL CHRISTMAS PRESENT. Atari 520ST for sale. Double sided disk drive. Eight months old. Excellent condition. Lots of games, Demos, Cover disks. Magazines, Lockable Disk Box with keys. £180 ono. Phone Steve, Harlow (0279) 434191 any day afer 5pm.

GAMEBOY for sale including Six Games, Two Player Lead etc. All in original boxes with full instructions. £100 Phone (0344) 422008.

SEGA Master System Plus Joystick and 11 Games. Worth over £300 Sell for £120. Phone Stephen 051 639 1511 after 5pm.

GAMEBOY including Tetris, Mario Land and Case. Must go for £58 ono. Phone Gary on Reading 0734 421811.

PC ENGINE GT (Handheld) with Mains Adaptor. Excellent condition with a Bargin Price of £185 ono. Phone Luck on (0509) 239964.

PAL PC ENGINE Core Grafx II, Only 2 months old, plus 10 Games including Devil Crash, R-Type, Side Arms, SCI Powerdrift, Victory Run, Tiger Heli, Chase HQ, Baseball and Mr Heli, only £180. Phone Danny on (0785) 48940 after 5.30pm.

GAME GEAR for sale with Shinobi and Columns all boxed. Great condition worth £150 sell for £110 ono. Tel Matthew 0272 688282 after 5pm on week days. Game gear in mint condition.

FOR SALE Nintendo NES, Game holder, Ex. leads, Joystick NIS, Games Solstice Super Mario, Turtles, Castlevania, Base Ball. Sell for £150. Phone Mark after 6pm 021 421 7162.

MEGADRIVE for sale with 10 Games inc John Madden, Strider, Hell Fire, Hang On for £330. Call (0453) 834065.

PAL 'Super Famicom' + Games, (Good Sound Pal Version). In mint condition. Only £180. Write:- R K 48 Currents Lane, Harwich, Essex CO12 3DE.



FOR SALE

MEGADRIVE Cartridges for sale, Crackdown, Super Thunderblade, Cyberball, Wrold Cup 90, Thunderforce II, Columns, Target Earth, £19 Each. Dick Tracy, James Pond, Golden Axe, Super Monaco, Populous, Super Hang-on, Twin Hawk, Shinobi £25 Each. Strider, S.O.V. £30. Phone Paul 0705 670478.

SEGA MASTER System with two Joypads Joystick Light Phaser and Rapid fire unit plus six games Dick Tracey, Shinobi, Golden Axe, Cusino Games, Moonwalker, Thunder Blade all for £170. Phone Chris on 0727 862466 St Albans area after 6pm.

SUPER FAMICOM Scart plus FZero, Mario 4, Pilotwings, Actraiser, U.N.Squadren, RType II, Geoman Warrior, Augusta Golf, Hyper Zone. £450.00. Phone 0727 835454 after 6pm.

GAMEBOY for sale 4 Games Balloon Kid, Kwirk, Tetris and A Boy & His Blob Crescue of Princess Blobette Worth £140+ All with instructions £100 ono. Call Daniel on 081 3349 1175 after 5pm Not on Saturday Snap it up Now! Please.

ATARI XE Programing and Games Computer. Takes cartridges and cassettes with 20 Games. Full instructions etc. Joystick and Cassette Deck, all wire and cables included. Excellent condition all for £40. If interested call Shayne on 0928 575402.

UK MEGADRIVE for sale, including one Control Pad, P.S.U., Five Games; Alex Kid, Altered Beast, Atomic Robo Kid, James Pond and Hard Drivin! Also included: The Japanese Games Converter. Boxed, perfect condition, only £180 ono. Interested? Call Mark on 0778 344094.

DUDES, Take note of my unbeatable offer: Game Gear, Plus 'Columns' and six fully rechargable Batteries. All boxed as new for only £98 ono. Yes it's true folks! Also I will pay all postage costs, please ring Mark on 0778 344094.

AMSTRAD GX400. Mint condition, includes 3 games, Navy Seals, Barbarian II and Burnin rubber. Worth £175 sell for £120 ono. Also swap for decent Amiga or Games console. Phone Daniel on 0734 264168 after 3.45pm.

MATTEL Version Nintendo with Games for sale. Alternativly, will trade in for Game Gear and Games. Call Jamie 0403 51113.

FOR SALE Nikko Sand Crab boxed with battery charger (no battries) £25. Tel after 5pm 0765 689229.

MASTER SYSTEM for sell, complete with L.Phaser, RFV + 12 Quality Games inc. OP Wolf, Golden Axe, R-Type, + More. Worth £400+, sell for £250, Write to Kenny, 795 Washwood Heath Road, Ward End, B'Ham B8 2NP. Buyer must collect or can sent through post.

NINTENDO with 6 Games including Batman and Punch Out worth £285 will sell for £180 ono. If interested contact Aaron on (0992) 553-067. Please ring between 5.00pm to 8.00pm.

MEGADRIVE Joypad 3 Games, Sonic, Mickey Mouse, Golden Axe (English Games). 2 months old, 10 months warranty. Runs all games. £150 ono. Tel (09770 794354.

GAMEBOY UK for sale, Still boxed + Tetris, Chase HQ + Turtles. Worth £120 Price negotiable Contact Tom on 0734 733814.

GAMEBOY. 15 Fab Games inc. Contra, Motocross, Gremlins, Turtles, Cosmotank, R.Type. All mint condition. Only £12 each. Phone Douglas (0372) 464610.

NES Console Two control pads exellent condition with Zelda II, Bionic Commando, Punch Out, Rygar and Super Mario Bros. included eight Nintendo Magazines also included will sell for £150 ono. Call Maidstone (0622) 757643.

NINTENDO Games low price and Twelve issues 1-12 of Mean Machine Mag ask for Gareth on 0928 718496 (Runcorn).

JAP MEGADRIVE PLUS 2 Joypads, 9 Games inc. Sonic, Wrestle Wars, Gynog, Thunder Force III. Call Mark on 0873 880 348.

FOR SALE Yamaha PSS-780 Keyboard with stand in good condition. Worth £225 sell for £160. Call 071-706 0210. Must be in London.

NINTENDO plus 2 Controllers and 3 Top Games, Mario Bros. 2 and Life Force, also Snake Rattle and Roll. Sell for £120 or will swap for Megadrive with one game and controller or two! Phone Chris on (0302) 788419.

NES TURTLE PACK Maverick 2 Joystick, 8 great Games: Double Dribble, Faxanadu, Snake Rattle N' Roll, Bayon Billy, Probotector, Megaman II, Superspick Volleyball, Track and Field II, £165 complete, will split. Ring 0704 70369 after 6pm ask for Matt.

GAME GEAR plus 4 Games, Shinobi, Monaco GP, G-Loc, Wonderboy, Plus AC adaptor. All boxed and mint condition. One month old. Phone 0923 85 2729 after 6pm. Ask for Simon. Unwanted Gift. Sell for £140 ono.

ISSUES ONE UPWARDS of Mean Machines, pristing condition £2.50 each. Also C+VG, Ace, Raze and Car Magazines. Ring Anthony 0621 815135.

NINTENDO FOR SALE!!! Nintendo, 2 Controllers and 13 Great Games + Lightgun for £220 ono. Phone 0232 843209 after 5pm.

SUPER FAMICOM SCART Hi-Fi Leads, 3 Games £240. Nintendo Gameboy 5 Games £90. Excellent condition still boxed also table top space in (Moonbase) 2 Players works fine £40. Tel Carlisle (0228) 45982 before 1pm or after 6pm – *May swap everything for a car*

GODZILLA and Nintendo World Cup for the Gameboy boxed and usually £25 Bargin at only £16. Call Paul evenings 081445 1263.

112 SPECTRUM TAPES recent titles offers? Birmingham B29. Phone Richard on 021 414 0192 after 5pm week days.

NINTENDO for sale with five Games, Zapper and Carrycase. Only £200. Tel 0706 68562. Ask for Chris, Mancheser area. As new.

GAMEBOY for sale with 6 Games Ninja Boy, Gremlins, Double Dragon, Nemisis, Gargoyles Quest, Tetris. Sell for £165. Phone 081 348 4055.

OFFICIAL UK MEGADRIVE with 13 Top Games and Mags, worth over £600 sell for £300. Tel 061 737 4385 (Manchester area).

SPECTRUM + 2 £400 worth of Games, Lots of Mags, Two Joy Sticks £100-130. Phone (0634) 34585 after 5pm Gillingham Kent.

FOR SALE Mario 3 and Turtles II. Not used £25 each, £50 both. Need American Games adaptor to play. Tel 0564 773242.

NINTENDO for sale mint condition with two control pads, MegaMan 2 T.M.N.T. and Mario Bros 2 boxed all for £130. If interested phone (0734) 574826.

FOR SALE '64. Includes Two Tape Players, Approx 100 Games, Music Expansion System, Keyboard, Simon's Basic Cartridge, A Joystick + Three Books. All in very good condition. Contact Matthew on (021) 382 3859. Will take £150-200 ono.

SEGA MASTER SYSTEM including Light Phazer, Joystick, Two new Joypads, Games Castle of Illusion, Moonwalker, Shinobi, Chase HQ, Battle Out Run, Rampage, Marksmen Shooting, Trap Shooting, Safari Hunt. Worth £380 sell for £150 ono, 10 months old. Tel 0405 769156.

MEGADRIVE and four Games, Plays English and Japanese Carts, £160 ono. Nick 081670 6793 after 4pm.

SPECTRUM 128K +2 with Games worth over £200 and Cheetah Joystick all in good condition offers over £75 to Alastair 0279 424616.

AMSTRAD CPC 464 with Colour Moniter, Music Machine, and £480 worth of Games including RoboCop, Italy 1990. £350 ono. Phone 0235 529596.

FAMICOM PAL UK TV Version as new boxed including 2 Joypads, Power Supply, Final Flight, Super Mario 4, Actraiser. Absolutely superb, house purchase forces sad sale, 2 months old £265. Phone Pete 0278 781073. First to see will buy.

OFFICAL MEGADRIVE! Mint condition, boxed, Instructions, Two Joypads, 7 Games: Sonic, Streets of Rage, Monaco, E-Swat, Strider, After Burner and James Pond worth £450! sell for an incredibly mad price, only £250. Phone now to avoid disapointment on 081-876 2372 evenings.

PC ENGINE Super Grafx, Scart, with 22 Games and 20 Japanese Magazines, all boxed as new, Cost over £1100 sell for £400. Telephone 081-443 5895 after 6.00pm ask for Tony.

SEX!! That got your attention. Sega Megadrive with two Games Mickey Mouse and Populous, Plus one Control Pad, boxed, recipt onlyh £130 (If you phone quickly I will add on a Joystick with rapid fire FREE!!). Phone 081-876 4065 NOW!!

OFFICAL MEGADRIVE in perfect condition boxed as new with: Sonic the Hedgehog, Mickey Mouse, Rambo 3 and Altered Beast. Includes Joypad and all boxes + Instructions worth £300, sell for £160. Ring Paul after 5 on 0363 84818 (in Devon).

NINTENDO NES Plus World Wrestling, Turtles, Top Gun. Excellent condition. Bargain at £115, 2 Controllers. Phone 0372 720698 (Epsom Surrey).

GAMEBOY plus Master System, £170 worth of Games for both, Light Phaser, Good condition, for £200. Contact Wayne after 6pm on 0734-508941.

CBM 64 for sale. Over 200 Games both new and old, 2 Joysticks and 9 Cartridges for only £200 ono. Tel 081-361 3733.

MEGADRIVE, Four Games, Jap Adaptor, Head Phones, Boxed, Perfect condition worth £300 sell for £220. Games include Heavy Unit, Populus, Super Real Basetball, Altered Beast or swap for any good running 80cc to 100cc Motorbike. Phone Eddie on 0672 20400.

SPECTRUM +2A, Multiface 3, Dual Cassette Recorder with Radio, Single Recorder with counter, Interface, Joystick, 150 Games, 24 C-60 Cassettes, 3 C-90 Chrome Cassettes, 58 Spectrum Magazines most with cover cassettes. Highest bidder gets it. Bidding starts at £250. Phone on 0695 24492.

MICRO-GENIUS (Nintendo compatible) System, 4 Pads, hardly used, like new with 40 Top Games, including Super Mario III. Fantastic buy at £360. Tel David (07070) 42486.

SEGA MEGADRIVE for sale. 8 Games including Mickey Mouse, Strider, Arrow Flash. Sell for £280 ono. Phone 092575 4555 NOW!!

ATARI LYNX P.S.U., Comlynx, Games, Headphones, Batteries, Recharger. I need the money so only £100. Phone Peter on 0733 233314.

1541 II DISK DRIVE for Commodore. 28 Disk Games worth £600 sell for £140, or can sell together with a Commodore C64, Tape Deck, Joystick, 17 Games, 17 Zzap Magazines for £230, all boxed. Phone Jason after 4pm 0532 604313 Leeds.

MEGADRIVE runs English and Japanese Games, includes John Maddens, PGA Tour Golf, Might and Magic, Faery Tale, Phantasy Star II,Ghoul's 'N' Ghosts, Star Control and seven other titles. Sell for £250 ono. Phone Will. anytime on 0865 711941.

NINTENDO NES with 4 Games – Link, Mario, Batman and Tennis. Will sell for £140. Phone Richard on 081 885 4337 or 889 8956.

MART☆

NINTENDO NES + Advantage Joystick + 4 Games including Duck Tales + Blades of Steel all for £150. Contact Ross Yuill, 11 Glenartney Road, Muirhead, Chryston, Glasgow, Scotland, or swap for Megadrive + Games.
MEGADRIVE Brilliant Games Machine for £190 with 4 Great Games, Ghouls N' Ghosts, Sonic, Mickey Mouse, Revenge of Shinobi. Machine with 7-8 months guarantee. Perfect condition, includes Joypad, Power & Supply Leads. Please phone (0952) 811958 and ask about Megadrive. Runs all Games.
MEGADRIVE Games for sale:- Junction £15, Bonanza Brothers £22 ono. Perfect condition contact Alex 081-441 4026 at evenings and weekends.
SEGA MASTER SYSTEM 2 Joypads, Lightphaser, Joystick & 12 Games including Mickey Mouse, Ghouls & Ghosts, Psycho Fox, R-Type, Golden Axe, Moonwalker, Rambo III, Outrun, Ninja & more! Worth over £375 offers welcome or may split. Phone 081-761 5129.
FOR SALE Nintendo NES plus 27 Games and Zapper. Games include Turtles, World Cup Soccer, Double Dragon, £250. Telephone 656 8610.
MEGADRIVE Game for sale Budokhan £16 or swap for Moonwalker. Phone 0495 310819.
ATARI LYNX for sale with Rampage, good condition £65 or nearest offer. Phone Jon on (0255) 679428 between 5.30 – 6.30.
NES GAMES Captain Skyhawk, Double Dragon 2, Blades of Steel, Duck Tales, Punch Out, Mega Man, £15 to £20. Phone Jeff on (0383) 722877 Good condition Hurry! Phone Now.
NINTENDO NES 4 Games, Link, Mario, Tennis, Batman cash only worth £200 going for £140. Phone 081-885 4337 ask for Richard.
AMIGA ACTION REPLAY CARTRIDGE, with Instructions Booklet and Disk. Put 3 Games on 1 Disk and helps you cheat on almost any game – and much more. Sell for £35. Phone 081 577 0766 and ask for S. Khan, Phone after 6pm and before 9.30pm.

NINTENDO GAMES:- Japanese Gradius II, Dragon Spirit and Japanese Converter, Plus a free Game:- Don Doro-Don, £55. Also for Gameboy, W.W.F. £15 and Megadrive:- John Madden's Football for £20. If interested call Dan on (081) 555 3755.
GAMES GEAR with Shinobi, Wonder Boy, Batteries, Recharger and Adaptor £80 Cash or Swap for RGB Monitor. Telephone (0484) 687102.
MEGADRIVE GAMES for sale; Fantasia, Street Smart, Moonwalker, Golden Axe, Super Monaco GP, Strider, Magical Flying Hat, InsectorX, After Burner, Altered Beast, Revenge of Shinobi. Prices from £16 to £28. All excellent condition contact Lee on 0584 874024 (First come first served).
FOR SALE Official UK Megadrive Games all in perfect condition £25.00 each or two for £40.00 all Top Games including Super Monaco, Eswat, Mickey Mouse, Shinobi, Forgotton Worlds plus many others. Ring after 5pm special offer Sword Vermillion £35.00 Nottm. 38479.
SEGA MEGADRIVE boxed will take all Carts with Joypad, Arcade Power Stick and these 8 Games: Populous, Hellfire, Super Monaco, Revenge of Shinobi, DJ Boy, Truxton, Golden Axe and Rambo 3. Worth £450 will sell for £240 ono. Tel (0964) 533980.
ISSUES 1 to 10 of Mean Machine. Good condition offers around £5 each or £45 the lot. Tel (0904) 533980.
SUPER FAMICOM for sale (PAL) includes 2 Joypads in excellent condition, includes Final Flight £225 if interested ring James on 0633 49367. Gameboy for sale includes WWF Wrestling, Tetris, 2 Player lead Headphones + 10 battries, £69.75. Call James on 0633 49367.
SPECTRUM DISC, boxed, 18 Games, Two Joysticks, worth over £300 sell for £170 or closest offer. Call Christ on 07638 7402.
AMSTRAD CPC 464 with colour monitor and £200 of games .Sell for £200. Tel 021-745-7349.

SEGA MEGADRIVE (Japanese) for sale includes Joypad and Two Games – Mickey Mouse and World Championship Soccer. Still under guarantee, boxed. £110. Tel 081-440 9430 evenings.
UK MD GAMES. As New: Shinobi, Monaco, Strider £20 each. Vermillion £25, Columns £15, Altered Beast £10, Engine Games: Motor Roader, Wonderboy, Dungeon Explorer, £20 each. I'll send games when cash received. Phone availability 0538 3045l95, Michael, Wellington Farm, Bradnop, Leek, Staffs, ST13 7NG.
OFFICIAL MEGADRIVE in top condition. Boxed with 8 games, joystick, 2 joypads. Worth £475 Bargain sale £250 Tel 0244-818837.
AMSTRAD CPC 464 Good condition over £800 worth of games. Joystick. Sell for £250 Call 595 7358 after 6pm Scott Bargain.
NINTENDO NES for sale with SMB11 and Turtles. Good condition, still boxed. Sell for £90 Tel 021 745-7349.
SEGA GAME GEAR VGC Three games, G,Loc, Wonderboy, Monaco, plus power adaptor,£120. Ring 0533-674000.
PC ENGINE GAMES FOR SALE.
PC KID 2, FINAL SOLDIER £25 each no offer. Gunded £18, Ninja Spirit £18, Space Harrier £10. Please write to Mr. Simon Law 88 High Street, Crediton, Devon, EX17 3LB also Lynx and 2 games £80.
SPECTRUM +3 DISKS,Bubble, Bobble, Mickey Mouse, and many others £8-£11 each. Gameboy games, Gargoyles, Quest, Burai, Fighter, Boxed £13 each Atari ST games Space Ace, cost £45 accept £30 Tel 081-554-7945 after 5.30 pm
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Nintendo with Zapper, R.O.B., Tennis, Batman, Duckhunt, Gyromite. All for £120 only! Phone Johnathan at 081-845-5416. Excellent buy.
SEGA MASTER SYSTEM PLUS: Mickey, Wonderboy 2+3, Extra Insurance, Very good condition. Information and offers, contact Chris 0742-365840 After 5pm.
PHANTASY STAR and Moonwalker on Sega Master System. Boxed with instructions. Both for £50 or will sell separately Epp (0378)-72421.
GAMEBOY FOR SALE
Gamelight, Magnifies, Bases Loaded, Go-Go Tank, Ballon Kid and Tetris, all leads included. Worth £160 sell for £110. Ask for Mathew 071-485 5172.
NES + ZAPPER, S.M.B., Punch Out +Duck Hunt £70 Tel 081-393-1079 (Surrey) After 4.30pm buyer must pick up, (ask for Alex).

Gameboy in superb condition. Also with American Case, 2 games, Link-up lead and headphones. Phone Marcus Tel 081-390-1056 after 4pm £55.
JAPANESE MEGADRIVE (PAL) Boxed as new, with Goldenaxe, Mickey Mouse, Sonic Hedgehog. Only 5 months old. Bargain £150 Tel Marc 081-200-6502.
GAME GEAR, with Super Monaco, Power Supply. Boxed as new, 2 weeks old. Worth £135 sell £100 Tel 0327-62126
SPECTRUM 128 +2A with £1000 of software and light-gun and games. 2 Joysticks and magazines £150 Tel Peter 0635-34767.
FOR SALE SPECTRUM +2. £180's worth games, Joystick, Mags, Manual, Wires, £150 total Tel 081-596-1179 ask Gary after 4pm (G. Con).
SPECTRUM 128K with over one hundred games. Double joystick port, One Joystick, Tape-Recorder + all leads, £60 Tel 061-434-9499 after 4pm.
FOR SALE NES 7 games, Double Dragon II, Mario, Bros I+II, Turtles, Gauntlet II, Gradius, Duck Hunt (+ gun), Spare Joystick. 4 Player system, NES Advantage. All worth £340 sell for only £200 Bargain. Boxed. Tel James 7935-70143. Chestfield Whitstable Kent CT5 3LR. Save £140.
LYNX With two games, Pouch +Adaptor VGC. £115 Write to Z. Iqbal, 11, Albert Rd., Leyton, London E10 6NG.
SEGA MASTER SYSTEM With 5 games and Phaser £90 Also with Rapid Fire Unit. Gameboy with Marioland, Golf and Bugs Bunny. £100. Will swap either for NES and two or more games (good Tel Sam on 036-3866-310.
GAMEBOY FOR SALE. Games include Marioland, Kwirk, WWF and Tetris. With headphones and two player lead. Worth £150 selling for an amazing £90. In mint condition. Phone weekdays after 5.30 and at weeends, call Nathan on (0903)-265922.
SEGA MASTER SYSTEM + for sale. 9 games , Mickey Mouse, California Games, Wonder Boy 2+3, Alex Kid in Miracle World. Also SPECTRUM 128K for sale £250 worth of software, interested? Tel 0703-231069 ask for Lee. Sega Plus Games £130.
YO DUDES !! I've got six games for the Amstrad 464. Batman the Crusader, Shadow Warriors, Black Tiger, Double Dragon, £5 each. Also I've got Winners which havely games want £8 for. Phone Ben on 767-6160 after 5pm

NES FOR SALE with 20 games, full instructions and box. All games, top quality, like Batman, Punch-Out Track and Field II, SuperMario, Bros II Etc., All this brilliant gear for only £300 or sell titles seperately £15 Tel 0732-457130.
MEGADRIVE, runs all games, Joypad Arcade Power Stick, 8 games, Moonwalker, Arnold Palmer's Golf, Eswat, Truxton, Super Real Basketball, Mickey Mouse, DJ Box, John Madden's Football, Carry Case, PSU worth £400 sell for £310 Tel 0923-54456 after 3.30pm.
KUNG-FU TIGER Heli, Golf, Duck-Hunt and zapper gun, Robot and Gyromite still in box worth £280 will selll for £170 o.n.o. Also priced seperately or swap for any good games or Sega game gear and two games Phone (0628) 30755.
MEGADRIVE GOING VERY CHEAP 6 months old with box. Mint condition with four great games~ Thunder Force III, Darius 2, Abrams Tank, Altered Beast. All UK £100 for everything-YES-£100. Phone 0506-37809 after 6pm cotland only (for practical reasons).
AMSTRAD CPC 464 GAMES for sale. Cheap prices. Apply: Raymond Tong, 8, Webster Close, Sutton Coldfield, West Midlands, B72 1AZ.
AMIGA OWNERS ATTENTION ! Quickshot Joystick and games all for £10 phone Geoffrey on 081-449-4776.
MEGADRIVE (JAPANESE) with one Joypad and one game (John Madden's American Football). Fully boxed with all leads. Phone 081-365-2586 Jason.
SEGA GAMEGEAR,Master Gear, R-Type Cali Games, Shinobi, Pop, Breaker, Fantasy Zone. Worth over £250 sell for £180 ono Tel 0272-734815 or will swap with some extra money for an Amiga A500 or make me an offer I can't refuse.
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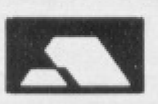
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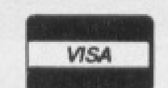
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ROCKETEER









You take the starring role in this Super Famicom game of the Disney film. Cliff Secord has found himself the unexpected owner of a top secret rocket pack which turns him into The Rocketeer. Unfortunately, the CIA, who own the pack, want it back, and Nazi forces would like to use it to help them win World War II. If Cliff wants to remain The Rocketeer and save America from Nazi occupation, he has to avoid the CIA and destroy his fascist pursuers

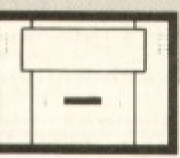
The game looks a little like that SF classic, Pilot Wings, using the Famicom's 3D sprite techniques to lend realism to the flying sequences. To make The Rocketeer even more realistic, all of the game's graphics are digitised and, as you can see from the screenshots, it certainly looks impressive. Watch out for more news in a future issue of MEAN MACHINES.

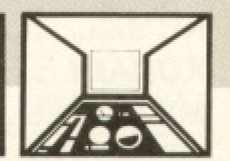




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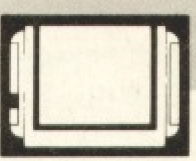
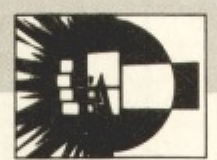




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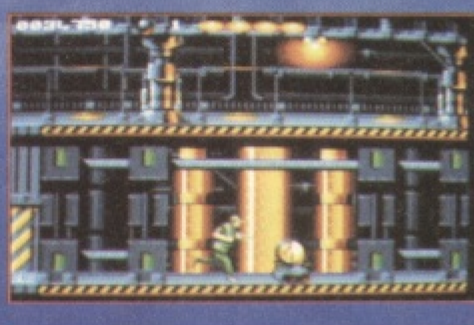
MEGADRIVE



Top British console development house, Pr[illegible]be, are currently putting the finishing touches to Terminator, the game of the brilliant 1984 film. And from what we've seen it's looking right tasty, with [illegible] intro sequence and theme music identical to th[illegible] film, some fabbo interm[illegible] screens and five levels of action-packed Terminator-related fun and excitement. Well, see fo[illegible]urselves by feasting your eyeballs over [illegible] game will be available very [illegible] the Virgin Games label, so expect a rev[illegible] round that time.





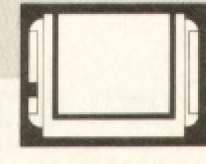


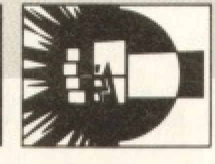


Megadrive beat 'em up fans should be very interested in a new game coming soon on the Micronet label. Heavy Nova is a one-on-one combat game where two robots fight to the death. Well, not really to the death, because robots don't die. But we digress - all you want to know is whether there's a load of heavy metal butt-kickin' excitement. Well, there is - tons of it, with the 'bots bristling with special moves and super hardware designed solely to inflict massive amounts of damage on the opponent. Sounds like a hoot.



MEGADRIVE





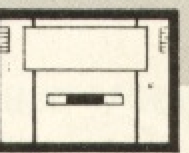


The coin-op version of one of the finest Megadrive blasters, Thunderforce III, is soon to appear on the Super Famicom. Thunderforce AC, as it's called, packs all the features of the original game and a few news ones too in a graphically stunning blasting extravaganza which promises to deliver sensory overload. The game is scheduled for a very late December release in Japan, so expect to be able to buy it from importers in the New Year.



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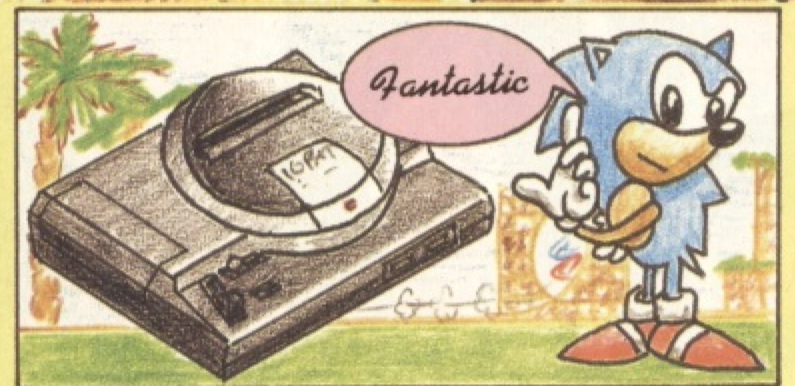
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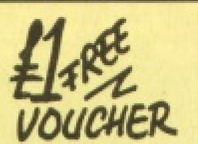
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